TROUBLE AT GROG'S — Havoc among the half-ogres
FLUFFY GOES TO HECK — Of devils dark and things that bark
KINGDOM IN THE SWAMP — The dead rule, the living die

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MARCH/APRIL 1987 ISSUE NO. 4
$3.75

0—88038—522—7

$12.95

DragonLance®

The Complete Krynn Source Book

LEAVES FROM THE INN OF THE LAST HOME

Compiled by Tika and Caramon Majere, Proprietors

DRAGONLANCE and the TSR logo are trademarks of TSR, Inc. ©1987 TSR, Inc. All Rights Reserved.

Edited by Margaret Weis and Tracy Hickman

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

MARCH/APRIL 1987 ISSUE NO. 4

COVER: Grog, the half-ogre proprietor of an adventurers' tavern, expresses his concern over the behavior of a bar patron. This, the cover art for *Trouble at Grog's*, was beautifully presented by Daniel Horne.

Hello, and thanks for all the modules

My first assignment as assistant editor of DUNGEON™ Adventures was to read through a large pile of module proposals and submissions, then respond to their authors. In two weeks, I read more modules than in the year I spent as a TSR games editor. If you've recently had a module proposal or submission returned to you, please accept our apologies for the length of time it has taken.

Competition for available space in DUNGEON Adventures is very rough. We only publish 20-30 adventures a year, and we often receive this many submissions in one month. I read five months' worth of submissions in a very short period of time. The scenarios and plots that I read all seemed to run together, making those that were exceptionally inventive or well written stand out from the crowd. And, because I read so many modules, I noticed that certain problems were common in many of the submissions.

You won't impress us with the complicated convolutions of your plot. We are, however, thrilled to find a gem of an unusual idea, explored in well-written prose not strung together by semi-colons. Remember that DUNGEON Adventures publishes an average of four adventures per issue. They are not meant to have the complexity of a TSR stand-alone module.

Sorry to disillusion some of you, but we don't always read your submissions word for word, from page one to the end. It's your responsibility to send us writing that makes us want to read it. We get so many submissions that, if we're bored by page five, we stop reading. Murky, unclear writing in the first few pages, especially if it is accompanied by typos, spelling errors, and misuses of punctuation, do not make us want to continue reading.

(continued on page 3)

The Readers — **LETTERS**
Back issues and town maps..... *2*

John Nephew — **KINGDOM IN THE SWAMP**
(ADD 6-9) Would you trust a thief to lead you to a vampire? *4*

Paul Kane — **ESCAPE FROM THE TOWER OF MIDNIGHT**
(ADD 2-4) Two thieves' guilds fight to the death — with you in the middle..... *16*

Rick Reid — **FLUFFY GOES TO HECK**
(ADD 3-5) Yes, cute widdle Fluffy has been dognapped, and you must brave the flames of Heck to save her..... *28*

Grant and David Boucher — **TROUBLE AT GROG'S**
(ADD 1) Can't a half-ogre find a little peace in a riverside town full of adventurers, bigots, and thieves? *41*

PUBLISHER: Mike Cook
EDITOR: Roger E. Moore
ASSISTANT EDITOR: Barbara G. Young
EDITORIAL ASSISTANTS: Marilyn Favaro, Robin Jenkins, Eileen Lucas, Georgia Moore, Patrick Lucien Price
ART DIRECTOR: Roger Raupp
CONTRIBUTING ARTISTS: Diesel, James Holloway, Daniel Horne, Roger Raupp, Valerie Valusek
PRODUCTION ASSISTANT: Gloria Habriga
SUBSCRIPTIONS: Pat Schulz

No road is ever old.

Kender saying
Dragons of Autumn Twilight, Margaret Weis and Tracy Hickman

letters

Dear editor:

In my module *Falcon's Peak* (in DUNGEON™ issue #3), I noticed one error that crept in — my fault, since I forgot to include it in the manuscript. The main entrance (room 14) is supposed to be locked, and one of the brigand guards in that room has the keys. There is an eyeslit in both doors, so the guards can see whoever comes up to the gates. After all, it would make little sense for the brigands to stay in Falcon's Peak and leave the front door unlocked!

David Howery
Dillon, Montana

Dear editor:

Is it possible to buy a copy of DUNGEON issue #1 from you, and exactly how much would that be? Also, are you planning to offer two- or five-year subscription rates like most other gaming magazines. Yearly renewals are sometimes difficult to keep up with.

Brian L. Roberte
Blacksburg, Virginia

Back issues of DUNGEON Adventures are available for $3.75 each (plus $3.50 shipping and handling for each order under $20.00) through the Mail Order Hobby Shop, P.O. Box 756, Lake Geneva WI 53147. For charge orders only, you can call 1-800-558-5977. Wisconsin residents call 1-414-248-3625.

We do not currently offer subscriptions longer than one year for any of our magazines, but we are now reviewing our subscription policies; the above situation may well change.

Dear editor:

Both issues of DUNGEON Adventures I've received have had a large crease right down the middle of the front cover. I complained to the Post Office, and they said they can't do anything because they don't know exactly where it happened. They did suggest, however, that you stamp "Do Not Fold" on the paper mailer. This would solve the problem. Please consider doing this.

Richard Pali
Niagara Falls, Ontario

Because of the volume of second-class mail that the postal system must handle, we don't feel that stamping the mailers will do much to solve this problem. While the postal machinery has been known to shred a few issues beyond redemption (and you should return them to us with a note if they are horribly mangled), issues are usually folded by your mail carrier in order to fit them into your box. Since mail boxes differ drastically in size and location, from tiny apartment cubbyholes to large rural boxes, you'll have to assess your individual situation. Try speaking to (or leaving a note for) your mail carrier, asking him or her to deliver your magazines unfolded (and, hopefully, not left out in the rain and snow).

Dear editor:

One of the letters to the editor in issue #1 prompted me to take pen in hand. J.G. Simpson didn't want to get stuck with "a bunch of useless" D&D® modules, but wanted to be able to choose issues based on games played.

I disagree with that, not because I can use all modules for the games for which they are written (I only play the D&D and AD&D® games), but because a good DM can adapt any module to fit the particular game being played. With a little work and inventiveness, a game module written for almost any role-playing game can be modified to fit any other role-playing game, without resorting to time portals or portals to other worlds. What is important in the module is the situation, the NPCs, and the objective. The milieu is secondary.

Any pre-written module must usually be modified to fit the group. Why not take the modification a step further and adapt the module to the particular game being played? Why shut yourself off from a particularly good module just because you don't happen to play that game?

I am a great scavenger and adapt all kinds of things to fit the particular situation I'm in. Game modules are just another "thing" I can modify to meet my needs. Try it yourself.

Sandy Croushore
Seoul, Korea

Dear editor:

I am writing a city-oriented adventure which involves thieves extensively to send in to your magazine. I would like to ask your permission to use material from your section on thieves in DRAGON® Magazine, issue #115. I would note in the adventure that much of the information on thieves was taken from DRAGON Magazine.

Eric Riedel
Leavenworth, Kansas

DUNGEON™ Adventures (ISSN 0890-7102) is published bimonthly by TSR, Inc. The mailing address for all material except subscription orders is DUNGEON Adventures, P.O. Box 110, Lake Geneva WI 53147; the business telephone number is (414) 248-3625. Individual issue price is $3.75. DUNGEON Adventures is available by subscription throughout the world. Subscription rates via second-class mail are as follows: $15 in U.S. funds for one year (six issues) sent to an address in the U.S. or Canada, $35 in U.S. funds sent by surface mail to any other address, and $52 for one year sent to any other address. Payment in full must accompany all subscription orders. Payment should be by check or money order, made payable to TSR, Inc., or by charges to valid MasterCard or VISA credit cards. Send subscription orders with payments to: TSR, Inc., P.O. Box 72089, Chicago IL 60690. The issue of expiration of each subscription is printed on the mailing label for each subscriber's copy of the magazine. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of the change, in order to assure uninterrupted delivery.

A limited number of back issues of this magazine are available from the TSR Mail Order Hobby Shop, P.O. Box 756, Lake Geneva, WI 53147. For a copy of the current mail-order catalog, write to the mail order department at the above address.

All material published in DUNGEON Adventures becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. DUNGEON Adventures welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published. Please write for our writers' guidelines before sending a module to us; send a self-addressed, stamped envelope (9½" long preferred) to: Module Guidelines, DUNGEON Adventures, TSR, Inc., P.O. Box 110, Lake Geneva WI 53147.

DUNGEON is a trademark for the TSR role-playing adventure periodical published by TSR, Inc. All rights to the contents of this publication are reserved, and nothing may be reproduced from it in whole or in part, without first obtaining written permission from the publisher. Copyright ©1986 TSR, Inc. All Rights Reserved.

AD&D, ADVANCED DUNGEONS & DRAGONS, ADVANCED D&D, AMAZING, D&D, DRAGON, DRAGONLANCE, DUNGEONS & DRAGONS, FIEND FOLIO, and TSR are registered trademarks owned by TSR, Inc. GEN CON and RPGA are service marks owned by TSR, Inc. BATTLESYSTEM, BLACKMOOR, DEITIES & DEMIGODS, FORGOTTEN REALMS, GREYHAWK, POLYHEDRON, WORLD OF GREYHAWK, and the TSR logo are trademarks of TSR, Inc. Copyright ©1986 TSR, Inc. All Rights Reserved. LANKHMAR is a trademark of Fritz Leiber and is used under license with Fritz Leiber.

Fluffy, Ealow, Penny, and Rembert are characters and places copyrighted by Rick Reid, and are used with permission.

Application to mail at second-class postage rates is pending at Lake Geneva, Wisc. Postmaster: Send address changes to TSR, Inc., P.O. Box 110, Lake Geneva WI 53147.

Dear editor:

Is it permissible to use copies of the 3-D map grids in the *Dungeoneer's Survival Guide* in our manuscript submissions?

Jay Ouzts
Cleveland, Mississippi

If you use or adapt material from one of our publications, please credit the source (magazine title, issue number, article title, and author) in your adventure. When drawing maps, use whatever grid you need to make them clear and readable. Our staff artists will redraw the maps you submit and must be able to decipher them accurately.

Dear editor:

I read and thoroughly enjoyed the first issue of DUNGEON Adventures. I hope, despite the introductory material, that you will continue to concentrate on material for the AD&D (though not the BATTLESYSTEM™) game, with adventures set in a "traditional" AD&D game world (not Nehwon, Krynn, or *Oriental Adventures*, as the differences in races, character classes, and theology make these difficult to integrate into a normal campaign).

I especially enjoyed *Into the Fire* [issue #1]; it was long enough to fill an evening or more, reasonably complete with campaign tie-ins, fit well into most worlds, and has no devices or treasure likely to unbalance a campaign. It even skipped the nearly obligatory "new monster"!

May I suggest one innovation? Many DMs, especially some of the better ones, need floor plans more than whole modules. Good, well-detailed plans of castles, villages, and businesses (especially inns) are invaluable even without modules.

Sgt. Robert Piepenbrink
Bad Kissingen, West Germany

While we are planning to feature only D&D and AD&D modules in DUNGEON Adventures, and the majority of modules will most likely take place in the "traditional" setting, we feel there is room for diversity, and would be happy to read and print well-written modules set in Kara-Tur and other worlds.

Dear editor:

I am a subscriber to DUNGEON Adventures and have enjoyed all the modules published so far. One thing I feel is lacking, however, is a detailed town or village. Such things are very tedious for Dungeon Masters to make up, and add a considerable amount of life to a campaign. Would you consider such a module in the near future?

Jonathan Bailey
Manchester, Tennessee

We hope Robert and Jonathan have fun with Trouble at Grog's *in this issue. We plan to stick to publishing complete adventures; however, when a town is as well-detailed as Grog's abode, DMs may want to use the buildings and NPCs in other adventures.*

Hello, and thanks for all the modules

(continued from page 1)

We also don't have the time to write a detailed critique of the modules and proposals that we reject. We have developed a checklist of common flaws in order to facilitate reviewing submissions and getting word back to you as soon as possible. We also try to write brief notes on these form letters. The form letters do not mention every flaw in your submission and, unfortunately, don't really tell you what you did right. We try to add a personal note for that.

Here are some of the recurring problems I found on my epic quest for the "perfect" module:

Do not mention an NPC, monster, or place before you introduce who or what it is. This often happens in the DM's introduction. The editors (and our readers) will not understand, "When the PCs reach the cave, Ormolu hands them a faded scrap of parchment," if you haven't previously mentioned that Ormolu is an NPC dwarven cleric.

Do not apologize for the poor quality of your xerox copies or the type quality of your word processor. If you feel you have to apologize, fix the problem. Find another copy machine that makes better copies. Change the ribbon on your printer. There are very few dot-matrix type faces that we find too hard to read if the dots are dark enough, but stay away from fancy fonts and overlarge type.

We don't expect authors from outside the U.S. to go to extraordinary lengths to procure U.S. stamps, but we do expect a self-addressed envelope of sufficient size to return your manuscript. Authors who live outside the U.S. should send an International Reply Coupon (available at your local post office) of sufficient amount to cover the return postage. Don't put Canadian (or other foreign) stamps on your SASE.

If any of this seems overly harsh, please remember that our emphasis must be on continuing to produce high-quality magazines. We cannot undertake to run a writing school. The best advice we can give anyone who wants to see his or her work in print is this: Develop a unique idea; keep both the explanation and the writing style simple; and, take scrupulous care with spelling, punctuation, and grammar.

Now that we're caught up with the backlog of submissions, we should be able to respond to your module proposals quickly. I'm looking forward to reading your ideas.

Barbara J. Young

KINGDOM IN THE SWAMP

BY JOHN NEPHEW

Follow a crazy halfling into a vampire's castle.

Artwork by Valerie Valusek
Cartography by Diesel

A senior in high school, John Nephew recently went to the city of Petrozavodsk in the Soviet Union as part of a sister-city delegation from Duluth, Minnesota. He plans to put some Russian flavor in future modules. This is John's second appearance in DUNGEON™ Adventures. He will also have a short module appearing as part of the AD&D® game anthology I13, Adventure Pack.

Kingdom in the Swamp is an AD&D adventure for higher-level characters; 6th to 9th level would be suitable. While it is necessary to have strong combatant characters and at least one cleric, it is more important that the players be ready to find solutions beyond the sword or spell book.

Adventure Background

A few days ago, Candor Fletten, a halfling thief known more for his urban exploits, returned from a journey to the southern jungles and rain forests (or so he says). Few people have believed him in the past — usually they have been too busy taking inventory of their possessions to even listen to him — but some are guessing that he may actually be telling the truth (certainly, he's got a good story).

Candor left town a couple of months ago with some other adventurers, but has come back alone. Most tavern patrons are of the opinion that he took his companions' purses and ran, but why would he come back to town? And why, then, aren't his former companions hot on his trail? Candor may be a thief, but he's not a murderer. He even gets nauseated by cockfighting.

Maybe the halfling's tale is worth hearing . . .

"Well, we were traveling along the rivers thereabouts — there are a lot of them, y'know — picking up valuables from ancient ruins and that stuff. Sure, I lightened the load of a passing trader or trapper on occasion, but Gorum didn't like that. Gorum Grimbeard, the stout dwarf warrior, that is. The other people in the group were Tandis Malrynar, a half-elf magician, and the priest Antonius Dalsor. We also had a native guide named Melstu.

"It was all going very well (we had a nice pile of goods we had acquired),

until we were invited to Melstu's village after saving his life when he was bitten by a poisonous snake. I have this affinity for little things, especially when they're not mine — big things, too, on occasion — and that gets me into trouble sometimes. I also have a fair share of curiosity.

"So there was this hut in the village, and the natives always acted strange around it, and nobody ever went into it except this one guy who wore lots of bones and feathers and rattles. Of course, I was just dying to know what was in it. I managed to keep away from it the first day, since there was a big tribal feast to occupy me, but the next morning I couldn't help myself. In I went, straightaway.

"It was kind of smoky inside — some kind of incense — and there was a funny little statuette of an elephant. It was gold, with ivory tusks and tiny jewels for eyes. I picked it up, of course, and started to walk out so I could show it to Gorum — he likes gems and stuff. Well, on the way out I bumped into that guy with the feathers, and the elephant fell out of my shirt. 'Um, I uh,' I said. 'I put it there so it wouldn't get dusty.'

"Featherhead didn't seem happy about me borrowing his elephant, so I started running. It took my companions about half a minute to realize what was wrong, and then they started running, too. It's happened before, and those guys know that people usually aren't very understanding.

"We were in pretty bad shape, since we didn't get a chance to pack any gear. We ran down to the river and hopped in a couple of canoes and headed off. We had no armor, few weapons, and were being chased by a tribe of angry natives. After a day of being chased, we made it to where the river starts making a swampy delta, a few miles from the ocean. Melstu's tribe didn't enter the swamp; in fact, they laughed and turned around. We figured they'd leave people to watch for us, so we took our chances with the swamp.

"Not too far in, we saw this decrepit castle on a little island. We tied our canoes to a cypress tree and marched through the soggy ground. We weren't expecting a lot of hospitality or anything, or even for it to be occupied — funny idea, anyway, building a castle in a swamp — but it was just about nightfall and we were dead tired. To our surprise, it turned out to be the home of an eccentric gentleman who treated us to a small banquet of some kind of cooked meat and vegetables. Rats and marsh weeds for all I know, but it was pretty good at the time. The old gent — his name was something like 'Kenther' — said he had no guest rooms, but that we were welcome to sleep in the dining hall. We accepted and fell asleep in minutes.

"I woke up that night to the cries of Antonius. A big bat was biting his throat, and Gorum was tugging at it. Tandis was just waking up. Horrified, she cast her *burning hands* spell at it, but instead of being killed, it turned into that Mr. Kenther. (Gentleman indeed! I was somewhat disillusioned.) He just looked at her, and she dropped her dagger and bag of spell materials as if she had forgotten what she was doing. Gorum stabbed the awful thing with his knife, but it didn't hurt the vamp a bit.

"Then the vamp gave a strange, piercing cry and lots of bats started fluttering through the doors of the dining hall, which opened by themselves. They weren't normal bats like we have around here, but big, tropical, carnivorous ones. I pulled out my magic dagger and stabbed at them, but they were in my eyes and I couldn't see. Gorum was bellowing with rage. I bet he killed lots of the winged devils. I couldn't take it; I ran out of the castle, followed by the bats. I jumped in one of the canoes and cut the rope to the cypress tree. As soon as the bats came above the water, it was like they forgot what they were doing and just flew away. I paddled as fast as I could — paddling isn't easy for a 3'2" person — away from the castle.

"By midday the next day, I had made it to the ocean. I had the luck of running into a ship of ivory traders, who brought me to a civilized island. Now I'm here, two and a half weeks later. I don't know if Antonius and Tandis and Gorum are alive, dead, or worse, but I want to get back at that vampire no matter what."

For the Dungeon Master

Three centuries ago, in the Kingdom of Thrydric, Kenither the Gaunt took the throne by force with an army of undead. According to legend, he had made a pact with the Demon Prince of Undead, Orcus; in return for the kingdom, Kenither was to force the population to pay homage to the demon, and Orcus would receive Kenither's soul after his death.

Kenither was always power hungry, cruel, and wicked, but above all, selfish. After stealing the throne, he overtaxed the populace to finance his wars. He ignored the demonic pact he had made, but Orcus did not. After six years, the Abyssal Prince returned. Upon seeing that Kenither had made no effort whatsoever to convert the populace and keep his part of the bargain, he became filled with anger. Demons and undead ravaged the land, destroying Kenither's brutally efficient government and assaulting the king's new castle, reducing it to a smoldering ruin.

Orcus ordered Kenither brought before him. "You are indebted to me, mortal."

"For what?" asked the man. "For the ruins of a once-proud land? By terminating your part of the pact, you have erased my debt to you."

Rather than being enraged by the mortal's insolence, Orcas was amused. "In a way, my slave, that is true. I shall give you a new kingdom for even better terms. Originally you owed me two things: the homage of the people, and your soul. It shall not be necessary for your new subjects to worship me, but you may never leave your land. If you do, I shall take your soul."

Thus, Kenither remained a king, but not as he wanted to be. Orcus deposited him in a steamy swamp far to the south, where he was given a castle on a small island of dry ground. His domain extended only to the water around him. Even though his body died in time, his hatred-filled soul kept it animate; Orcus could not claim his soul until he crossed the border of his kingdom.

Read the boxed-in "Adventure Background" to the players. Candor Fletten was telling the truth and would greatly appreciate the player characters' help. If the characters do not promptly offer their services, he will beg them to aid him. He has little money but is willing to offer an emerald as an immediate

reward. He supposes (and in conversation appears to be quite certain) that the vampire has considerable wealth, just waiting for the valiant adventurers to claim.

Other people in the tavern (presumably where Candor and the player characters are at the moment) suggest the possibility of the vampire being the legendary Kenither. A bit of research among local sages and storytellers reveals most of the information given above. The party should then be sufficiently briefed for the quest and can prepare for the journey.

Candor Fletten is a 5th-level halfling thief (AC 4; MV 9"; T5; hp 29; #AT 1; Dmg by weapon type; S 12; I 14; W 9; D 18; C 16; Ch 15; AL NG; pick pockets 65%, open locks 62%, find/remove traps 50%, move silently 60%, hide in shadows 56%, hear noise 25%, climb walls 75%, read languages 20%). He carries a *dagger +2, longtooth*. He lost the rest of his equipment in the jungle, but has been "borrowing" money and valuables since then. When he meets the characters, he has the following additional items: a suit of leather armor, a sling and 35 bullets, a potion of *sweet water*, an emerald (worth 1500 gp), 32 gp, 5 pp, and 24 sp. Despite what all the taverners and patrons say, Candor won't steal from his companions and friends. He dislikes combat and violence ("Why hurt 'em? You can only kill them once, and it bugs them more if you rob 'em blind anyway."), but will defend himself if and when necessary. His curiosity is insatiable, and he is constantly asking nosy questions.

Random Encounter Tables

Table I: Daytime

Roll	Result
01-03	Babbler
04-09	Basilisk
10-15	Boalisk
16-19	Cifal
20-23	Crane, giant
24-31	Crocodile, normal
32-35	Fly, giant bluebottle
36-39	Frog, poisonous
40-43	Grippli
44-49	Pudding, brown
50-53	Raven, giant
54-61	Rat, giant
62-66	Scum creeper
67-72	Snake, poisonous
73-80	Spider, huge
81-88	Throat leech
89-94	Toad, poisonous
95-00	Volt

Table II: Night

Roll	Result
01-03	Babbler
04-14	Crocodile, normal
15-19	Frog, poisonous
20-24	Ghast
25-27	Night hag
28-34	Pudding, brown
35-39	Raven, giant
40-46	Scum creeper
47-51	Shadow mastiff
52-58	Snake, poisonous
59-69	Spider, huge
70-72	Sundew, giant
73-83	Throat leech
84-90	Toad, poisonous
91-93	Wight
94-98	Will-o-Wisp
99-00	Wraith

The Swamp

The Dungeon Master may choose to expand the adventure by adding details of the sea journey to the swamp. Otherwise, it may be supposed that the party can secure passage on a merchant vessel (for a fee of 100 gp) and then set off and travel through the swamp in dugout canoes (each canoe costs 30 gp and holds two characters and all their equipment).

Candor has a general idea of where the castle is; the swamp map included with this module depicts that area. Four terrain types are indicated on the swamp map, and these require further explanation:

Deep Water: Deep enough for canoes and other small craft to move normally. No above-the-surface vegetation.

Shallow Water: The bottom gets in the way of movement of water craft. Wading is possible, but because of the thick silt on the bottom, movement is reduced by 50%, and characters receive a +1 penalty to armor class in combat. The silty bottom doesn't affect swamp monsters. Reeds are often found growing here along with the usual swamp trees.

Bog: This is shallow water where the vegetation has become a thick layer of waterlogged turf. The stench of rotten material is strong. Movement is reduced to two thirds and armor class is normal. Most native monsters of the region are physically adapted to move without penalty in the bog.

Firm Ground: These are islands of high ground, either here for eons or created more recently by a large buildup of silt and bog. Combat and movement are conducted normally. If the characters want to camp, the best place is on firm ground.

The number of wandering monsters encountered is up to the DM's discretion. Take into consideration the party's strength and composition. A random encounter should be a challenge but not necessarily fatal (except perhaps to the creature encountered).

Swamp Encounter Key

1. Greenhag Cave. A cave dug out of the side of the high ground here is the home of a greenhag (AC −2; MV 12"//12"; HD 9; hp 46; #AT 2; Dmg 7-8/7-8; SA mimicry, *audible glamer, dancing lights, invisibility, pass without trace, change self, speak with monsters, water breathing, weakness,*; SD surprise 5 in 6; SD surprised 1 in 20; magic resistance 35%; AL NE). Despite the many edibles in the swamp, the 'hag tires of rats, snakes, spiders, and an occasional

KENITHER'S SWAMP

bird. Visitors for dinner are always a welcome change in diet.

Her cave is damp and cool. Several varieties of harmless fungi are growing on the walls and ceiling. The floor is covered with marsh reeds on which lie a moldy bag filled with reeds (if searched carefully, two amber stones worth 100 gp each can also be found in it) and a reed basket containing 212 gp, 37 pp, three bloodstones (base value 50 gp each), and a dead frog.

2. Statue. On the crest of this hill, overlooking Kenither's castle, stands a life-size stone statue of Orcus. It used to be more majestic and terrifying; three centuries of weather have taken their toll. Nonetheless, its gloating expression is apparent. Kenither can see it every day, but the statue is beyond his domain and power.

3. Cypress Tree. Here, on the outskirts of Kenither's kingdom, the second canoe of Candor's party remains tied to the cypress tree.

4. Kenither's Castle. Refer to the next section for the full description of the castle and its occupants.

5. Grave Hill. This island of firm ground in Kenither's kingdom is covered with graves. In them lie various hapless persons who were forced to serve the vampire. Kenither prefers not to create lesser vampires because he loses power over them if they ever leave his kingdom (see "Melstu's Village"). Instead, he tries to *charm* his victims. They serve him for the remainder of their natural lives. When they die, he puts their remains here and animates them as zombies to further serve him.

The hill has 14 graves, each open and containing a rotting corpse. The zombies (AC 8; MV 6"; HD 2; hp 9 each; #AT 1; Dmg 1-8; always strike last; SD immune to *sleep, hold, cold*) have instructions to come to life and slay anyone besides Kenither who comes to the hill. Kenither is also able to come here and command them to any other purpose. This is useful if he is doing badly against the player characters.

6. Outlaw Camp. This bit of dry land is the camp of a small group of "explorers." They are outlaws of a distinguished sort, several having prices on their heads in civilized lands. They are exploring in search of any riches that the jungle might hold, and they are happy to incidentally rob and kill anyone they meet in the process.

There are eleven outlaws. Their leader is Almund Stavin (AC 4; M 9"; F8; hp 46; #AT 3/2; Dmg by weapon type; S 17, I 13, W 12, D 10, C 12, Ch 11; AL NE; has chain mail, shield, broad sword, and *hand axe +1*). His right-hand man is a half-orc assassin named Zhongir (AC 6; MV 12"; A6; hp 26; #AT 1; Dmg by weapon type S 15, I 10, W 10, D 16, C 15, Ch 4; AL LE; has leather armor, spear, dagger, and two knives balanced for throwing). The remaining nine outlaws are 2nd-level fighters (AC 6; MV 9"; F2; hp 13; #AT 1; Dmg by weapon type; AL NE/LE/CE; have studded leather armor, shields, morning stars, and knives).

The camp itself consists of four tents. Three are for the 2nd-level fighters. Besides personal articles (clothing, etc.), each tent contains 2-20 gp worth of low-value items (assorted coins and trinkets). The leaders' tent also contains a very heavy locked strongbox containing the band's treasure: 212 pp, 254 gp, four gems (base value 500 gp), and a gold torc set with two garnets (worth 300 gp total).

7. Wounded Thessalhydra. Lying in this stagnant pool of water is a wounded thessalhydra (AC 0; MV 12"; HD 12; hp 35; #AT 6; Dmg 1-6 (x4)/1-12/1-20; SA acid saliva, spitting; SD immune to acid; AL N). It lost four of its heads and sustained some serious body damage when it entered the territory of a froghemoth deeper in the swamp. It crawled back here and is resting; its severed heads will grow back. Anything that comes near the thessalhydra is attacked, but it won't strain itself by pursuing prey. It has no treasure.

8. Algoids. This pool of water is filled with algae which have formed into two algoids (AC 5; MV 6"; HD 5; hp 27, 25; #AT 2; Dmg 1-10/1-10; SA control trees; SD immune to edged weapons of less than +2 bonus, immune to *fireballs* and *lightning*; AL CN). The algoids attack anything that nears the pool, but do not pursue opponents beyond the adjacent bog area.

If characters search the bottom of the pool, they have a 50% chance of finding a gold necklace set with seven jade stones (1,700 gp total).

The Castle

The castle is fairly small, with only two towers: one square and one round. It is about 40' wide and 50' long, with walls about 25' high. Vines, mosses, and fungi thrive on the walls. It is evident that no attempt has been made to keep the outside in good repair. Despite its good foundations, the castle has settled a bit, giving it a slight tilt and a few large cracks in the walls where more vegetation has gained purchase.

Because he can be found anywhere in the castle, the vampire is described here. Kenither is a vampiric 9th-level fighter/10th-level magic-user (AC 1; MV 12"/18"; HD 8+3; hp 60; #AT 3/2 or 1; Dmg 5-10 or by weapon or spell; SA *energy drain* (2 levels), *summon* bats, *charm* gaze; SD +1 or better weapon needed to hit, immune to many magical and poison attacks, takes half damage from cold and electricity, regenerates 3 hp/round, assume *gaseous form* at will, *shape change* to bat form at will).

Kenither is a unique vampire with some special powers and limitations. If he passes beyond his island/bog domain (the border is the edge of the water — see the swamp map), voluntarily or not, Orcus will receive his soul. The vampire body will crumble and dissolve into muddy swamp water. Because of his undead immunities, he is unable to be forced to leave his kingdom while "alive;" if reduced to zero hit points,

he becomes gaseous and flees to his coffin, where his body reforms and regenerates. He must, therefore, be carried out of his domain while in the coffin, after having been reduced to zero hit points. If his coffins (he has some extras in the cellar) are destroyed, he reforms elsewhere in his domain but cannot have more than 35 hp without a coffin. The normal ways of killing vampires (wooden stake, etc.) won't work. Kenither can survive direct sunlight, but he dislikes it and it penalizes his attacks and armor class by two points. While not affected by garlic (actually, he likes the stuff), this vampire, like others, cannot be seen in a mirror or touch holy symbols and holy water. If confronted by mirrors or holy symbols in an attempt to force him off his kingdom, he turns into a bat or becomes gaseous, and moves to a place from which he can resume combat.

He is unable to *summon* wolves, since there aren't any in his domain, but 12 giant bats (AC 8; MV 3″/18″; HD 1; hp 5 each; #AT 1; Dmg 1-4; AL N) sleep in the trees of his kingdom. He may summon these. During the day, all 12 come in answer to his call, but at night most are out hunting, and a roll of 1d12 determines how many are within range and come. *Summoned* bats arrive in 1-3 rounds. There used to be more bats, but Gorum Grimbeard and Candor killed quite a few.

As a fighter, Kenither can make three attacks in two rounds and utilizes the fighters' combat table when using a weapon. He has some weapons around his castle, but doesn't regularly carry one on his person because he can't retain it in bat or gaseous form. If Kenither plans to attack the party, he is likely to pick up a weapon from a room adjacent to the party and then attack. He cannot drain energy while using a weapon, but because of his dislike for creating other vampires, he prefers using weapons unless heavily pressed.

As a 10th-level magic-user, Kenither has learned the following spells: *alarm, animate dead, dancing lights, darkness 15' radius, detect invisible, dimension door, dispel magic, Evard's black tentacles, hold person, magic jar, Melf's acid arrow, mirror image, taunt, tongues,* and *unseen servant.* His complete spell book is listed under room 5, the study. If the DM feels it appropriate, he may have learned different spells from those on the list. Also, as creator of the homonculous in the laboratory (room 4), he can see and hear through its eyes and ears and communicate with it telepathically from anywhere within his kingdom. The homonculous may be used by the vampire to keep an eye on the party's movements in other rooms. If the homonculous is killed, Kenither suffers 2-20 hp damage.

Candor Fletten's three companions are all in Kenither's castle, in one form or another. Kenither has removed and hidden their armor and weapons. Their statistics and descriptions are presented here:

Antonius Dalsor, 4th-level human cleric (was 6th-level before being drained by the vampire): AC 10; MV 12″; hp 25; #AT 1; Dmg by weapon; S 14, I 13, W 16, D 8, C 15, Ch 14; AL LG; spells: *aid, command, cure light wounds* (×3), *hold person, messenger, purify food & drink, withdraw.*

Antonius is a pious priest, kindhearted and friendly. He was adventuring to attract attention to his deity (DM's choice from lawful good deities). He also hoped to convert some natives and, though Candor disrupted that dream, he has always been patient with the little thief. See area 3.

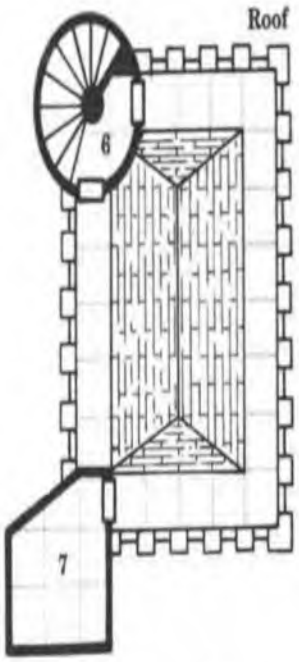
Gorum Grimbeard, 7th-level dwarf fighter: AC 10; MV 6″; hp 62; Dmg by weapon; S 18/99, I 14, W 13, D 10, C 16, Ch 7; AL LG.

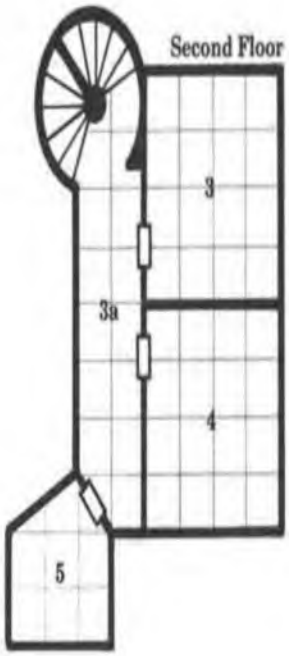
Candor looks up to Gorum with good reason. In the heat of battle, Gorum's prowess is terrible to behold. As his name suggests, Gorum is generally dour and serious; he laughs only at the problems Candor gets him into. Somehow he tolerates, maybe even likes, the kleptomaniacal halfling (though his friends know better than to suggest this around him). Gorum is a loyal worshipper of Clanggedin Silverbeard. He prefers to fight with axes, but on occasion uses a mace. See area 5.

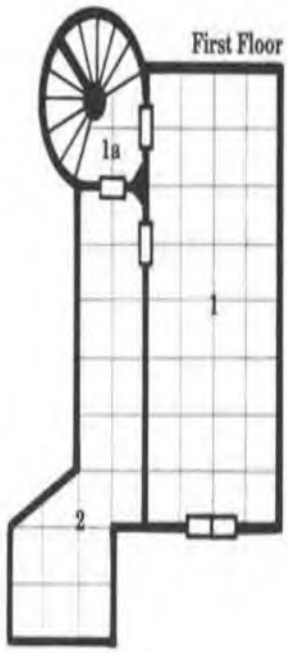
Tandis Malrynar, 5th-level half-elf magic-user: AC 9; MV 12″; hp 14; #AT 1; Dmg by weapon; S 9, I 17, W 13, D 15, C 10, Ch 13; AL NG.

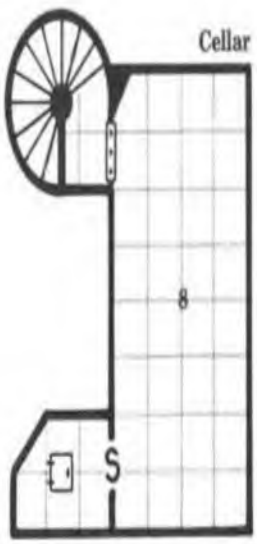
Tandis is strangely shy and quiet for an adventurer. She feels comfortable in neither the mainstream society of humans nor that of elves. Through adventuring, she meets a variety of people, travels extensively, and also gets an opportunity to develop her magical skills. Her traveling spell book was left in Melstu's village. The remaining spells she has memorized are *flaming*

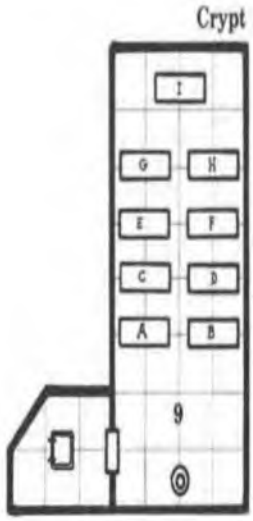
KENITHER'S CASTLE











CASTLE MAP KEY

Normal door

Trapdoor (floor/ceiling)

Secret door

Pedestal

Barred gate

Sarcophagus

1 square = 5'

sphere, light, shocking grasp, spider climb, and *web.* See areas 1 and 2.

The vampire's actions are largely left to the DM's discretion, with the following guidelines. The vampire won't strike immediately; he first observes the party to find strengths, weaknesses, and special attributes. He may strike at any opportune time. He is likely to first make an attack in room 3, though this need not be the case (especially if the party takes the stairs down first). He may take gaseous or bat form as it suits him, either to escape or to lure the party elsewhere (such as to Grave Hill).

Have fun taunting the party, but remember that they should be able to eventually defeat Kenither — which of course allows him to regenerate in his coffin. The party will probably try all of the conventional methods of destroying a vampire, but the coffin and body must be carried out of the kingdom to permanently slay him. It is recommended that experience points be given for the non-permanent slaying of Kenither, but the amount should be doubled if the party discovers and takes advantage of his weakness.

Castle Encounter Key

1. Dining Hall

Centered in this room is a 20'-long oak table of finest quality. Places are set for twenty people. Five place settings are clean; the rest are covered with a thick layer of dust. Each place is set with a somewhat tarnished silver plate, a rusty steel knife, a silver spoon, and a crystal goblet. The tablecloth is moldering purple silk. Spaced along the length of the table are five silver candelabras, each with lit candles, having only token effect in dispelling the shadows of the place. There are two doors in the west wall, 25' and 30' from the double front doors in the south wall.

Kenither set the table a couple of centuries ago and sees no point in removing and washing the dishes. Each silver plate is worth 5 gp, each goblet is worth 1 gp, and each goblet is worth 15 gp. The candelabras are worth 200 gp apiece.

On the wall opposite the main door, a shield that displays Kenither's coat-of-arms hangs above two crossed pole arms: a bardiche and a halberd. Kenither is proficient with both weapons.

The 12'-high ceiling is mostly teak beams and planks. A high, vaulted stone arch at the midpoint of the room supports the ceiling of this room and the wall between rooms 3 and 4 on the second floor.

Characters will presumably come in through the front doors. The doors open easily, and there is no one in the dining hall. For every round that the characters spend in the dining hall, there is a 5% chance that Tandis Malrynar comes in. If the characters knock on the front doors, they open on their own, and Tandis arrives in the next round to see who or what is making the noise. (See room 2 for Tandis's behavior.)

1a. Spiral Staircase

The door opens onto a small landing. A stone staircase, its treads worn down from years of use, spirals upward and disappears downward into darkness. Two doors exit the stairwell in the east and south walls.

Neither of the doors from the stairwell are locked.

2. Kitchen and Pantry

The pantry is a 10'-wide corridor that runs south from the dining hall door. The walls on each side are covered with 2'-wide shelves which hold preserved foodstuffs in casks, crates, jars, boxes, and bottles.

If the characters walk 15' down the pantry, describe the kitchen to them.

The pantry opens out into a kitchen which occupies the ground floor of a squarish tower. There is a fireplace in the southwest corner that vents through the wall, inadequately removing the smoke. Slung over the fireplace is a cauldron. The rest of the room contains two tables and assorted cooking tools and foodstuffs.

Much of what is stored in the pantry remains from when Kenither last had human servants, some even from when he was human himself! The old stuff has much variety, from fruit (shriveled, rotten, or moldy) to vinegar (once wine) to worm-infested meat. Recent additions to the store consist mainly of pickled marsh weeds and rat meat. Kenither can eat, and does on occasion (such as when entertaining guests), but does not need food for sustenance.

The kitchen cauldron contains a stew of tender marsh weeds and fresh rat meat seasoned with spicy ground bark. Among the other foodstuffs is a loaf of bread. It has an unusual taste, the flour being made from the seeds of another marsh plant.

If Tandis did not go into the dining hall to meet the visitors, she is in the kitchen preparing the next meal (or asleep on a pallet in the corner if it is night). Tandis is under the influence of Kenither's *charm* gaze. She does not remember the night Candor fled. In fact, she remembers very little at all of her life before coming here, and it takes her a few minutes to recognize her halfling friend. She feels that she leads a contented existence here, organizing the kitchen, preparing meals, and so forth. A big project she hopes to accomplish in the future is removing the dust from the dining hall.

If questioned about Gorum and Antonius, Tandis says that she has no idea of the dwarf's whereabouts (after she remembers who he is) but has seen Antonius a few times. She thinks that Antonius is also in the service of His Majesty (as she refers to Kenither) but cannot be sure because she is forbidden to leave this floor of the castle.

The vampire's *charm* may be broken, but while it is in effect, Tandis cannot use her spells and won't leave this level of the castle. She is not familiar with any of the rest of the castle.

3. Bedroom

This luxurious bedroom contains a large bed with silk covers, a teakwood dresser, and other comfortable furniture. Hung over the bed is a picture of a gaunt young man wearing ceremonial robes and jewelry. An oak wardrobe sits in the west corner of the room.

Clever characters might look for a mirror in this room, but won't find one. The portrait is of Kenither in his years as monarch of Thrydric, and might bring a price of 3,000 gp from a sage or

collector. The wardrobe contains much clothing of Kenither's size, almost all moth-eaten and falling to rags. Propped in the far left corner of the wardrobe is a long sword, and piled against the back wall are the hapless adventurers' armor and weapons.

There is a secret panel in the back of the wardrobe that opens to reveal a niche in the stone wall behind. Inside the niche is a cache of Kenither's treasure: 700 gp, 500 pp, 4 sapphires (1,200 gp each), and a diamond (worth 5,000 gp).

Antonius lies on the bed, bound by a *rope of entanglement*. When the character party enters the room, Kenither has possessed him by means of the vampire's *magic jar* spell. "Antonius" greets the party and "recognizes" his old companion Candor. Because Kenither has neither control of nor access to the mind of Antonius, he largely has to play it by ear in dialogue with the party. He asks to be freed. If he is released, he attacks the party with spells and then tries to get and use the long sword from the wardrobe. If the party refuses to free him, he frees himself, since he knows the *rope*'s command words (Antonius does not). Kenither leaves Antonius's body if it is reduced to 5 hit points or less. He returns to his *magic jar*, a crystal button on a shirt in the wardrobe. Kenither's body (in gaseous form) is also in the wardrobe.

If the party has already destroyed the vampire when they first enter this room, Antonius has his own mind but is still bound by the *rope of entanglement*.

3a. Hall and Stairwell

> A narrow landing at this level opens into a 10'-wide hallway. There is an oaken door set into the stone corridor just on the left as you exit the stairwell, and a similar door 10' beyond that. A third door closes off the end of the corridor 20' away.

None of the doors leading from the hallway are locked.

4. Laboratory

> This room is evidently a laboratory, filled with containers, substances, and tools. Items are cleared away from the center of the room where a pentacle has been drawn on the floor in front of a podium.

Kenither cleared away the debris in the center of the room recently. He has spent the last century or so in research to find a way to conjure and control Orcus, but has not had much success. This set-up is for a minor experiment, trying to summon and control a mephit, that Kenither is preparing to try.

Kenither has been quite involved in alchemy over the centuries. Among the paraphenelia here are 30 vials of liquids. The majority are harmless and have no effect on the imbiber. There are three vials with poisonous contents, which cause nausea and incapacitate the character for 2-12 turns. Five more vials have special contents: holy water, unholy water, oil, a *potion of extra healing*, and a *potion of restoration* (see end of module). The specific appearance of the liquids is left to the DM. Some ideas can be found in the *Dungeon Masters Guide*, Appendix K.

The laboratory also contains several bottles filled with metal filings, including silver (worth 15 sp), electrum (15 ep value), gold (15 gp value), and platinum (75 gp value).

Any other particulars of the chamber can be fleshed out by the DM as needed or desired. Refer to the *DMG*, page 218, "Magic-user Furnishings," for more possibilities.

A homonculous (AC 6; MV 6"/18"; HD 2; hp 11; #AT 1; Dmg 1-3; SA bite causes sleep for 5-30 minutes; SD saving throws as Kenither; AL N) is hiding behind the podium. It keeps a careful eye on the party and, if possible, attempts to secrete itself upon one of the characters — in a backpack, for example. It is then able to spy on the party for Kenither (as the homonculous's creator, Kenither can use the creature's senses) and possibly make use of its sleep-inducing bite at an opportune moment. If the homonculous is discovered and attacked, it bites its attacker and flees, if possible. The creature has relatively few hit points and, if killed, causes Kenither to suffer 2-20 hp damage. The homonculous therefore avoids directly confronting the party, instead following and harassing as best it can.

5. Study

> This room must be a small library or study. There is a desk with an open tome on it and several sheafs of parchment with writing nearby. Hanging over the desk, suspended from the ceiling by strong hemp cord, are a gold-gilt birdcage and a lit oil lamp. Bookshelves line the walls and are quite filled.

The lamp is quite grimy on the outside, but cleaning reveals it to be made of gold with platinum inlays and worth 1,000 gp. The parchment has been written on in an archaic tongue (*comprehend languages* or a thief's *read languages* ability is necessary). It contains notes, all pertaining to the conjuration of demons of lord/prince status. The tome is a general overview of popular methods for the summoning and control of denizens of the lower outer planes. Some of the methods recommended may no longer be in common use as the volume dates from almost 430 years ago — it was an antique when Kenither was first dabbling in the dark arts.

The DM can detail the volumes as he desires. The majority of the books pertain to demonology and alchemy, or are Kenither's journals.

Two texts should be of interest to the party. The first is the vampire's spell book. This large volume has "Kenither" written in gilt script on what appears to be the cover. In fact, the binding of the book has been reversed. The first page behind the cover (actually the last in relation to the contents) has a *sepia snake sigil* drawn upon it. When turned over and read from the back cover, this book contains Kenither's full spell list:

Level 1: *alarm, dancing lights, firewater, identify, mending, Nystul's magic aura, read magic, sleep, taunt, unseen servant, wizard mark*

Level 2: *darkness 15' radius, detect invisible, ESP, forget, know alignment, Melf's acid arrow, mirror image, preserve*

Level 3: *dispel magic, explosive runes, hold person, Melf's minute meteors, sepia snake sigil, tongues*

Level 4: *dimension door, Evard's black tentacles, hallucinatory terrain, polymorph other, wizard eye*

Level 5: *animate dead, contact other plane, feeblemind, magic jar*

The other book has no title on the outside, but the first page reads "Alchemy Notes" in a careful script. The contents that follow aren't quite so neat, and much of the text is marked

by so many notes, additions, comments, and corrections as to make it look like a first-draft module manuscript. One formula is written out clearly; it is for a *potion of restoration* (see room 4 and the end of the module). The instructions are fairly complex, but understandable by any alchemist. The basic ingredients are the venom of an adult crystal spider (see end of module for stats), three tadpole brains, and the tongue and eye of a snake, all to be boiled in marsh water.

The birdcage is occupied by Gorum Grimbeard, *polymorphed* into a booka (AC 7; MV 12"/18"; #AT nil; Dmg nil; SD invisibility). Though he has booka shape and abilities, Gorum has retained his own hit points, personality and mentality. A dose of the *potion of restoration* in the laboratory (room 4) or a successful *dispel magic* restores him to his true form.

Gorum sits despondently on the floor of his cage, lost in depression over his captivity and *polymorphed* state. He won't react immediately to the party's entrance and is 90% likely to be *invisible*. But, when the party begins to rummage around the study, he peers between the golden bars to see who's there — the vampire has probably never made so much noise. He is ecstatic to recognize Candor. If Candor isn't with the group, he is still happy to see anyone who is neither undead nor ensorcelled.

After attracting the characters' attention, Gorum explains his condition and asks to be freed. He then relates what he knows of what happened after Candor left. He killed all of the giant bats (the 12 now in the kingdom were either out hunting at the time or chased Candor beyond the kingdom's edge). During the fight, the vampire disappeared, as did Tandis and Antonius. Gorum began to search the castle and was ambushed as he left the dark stairwell on this floor. The vampire cast a spell on him that cursed him to his present misshapen form and imprisoned him in the birdcage. He knows nothing else of the castle except that Kenither seems to spend a great deal of time in this room, often in the company of the homonculous. Gorum believes the homonculous is a familiar of some sort, perhaps a quasit or imp (neither of which, like the homonculous, Gorum has ever seen before).

6. Roof

The round tower has two doors, locked from the inside, at the top of a spiral staircase. The doors lead to the roof and battlements. The south door faces 20' of walkway which ends a short flight of open-air stairs to the top of the square watchtower. The other door leads to a walkway that makes a 90° right turn after 15', continues for 35', turns right again, and ends at the locked door to the watchtower.

It is conceivable that the characters may have climbed the castle wall or flown here to gain entrance. Because all the doors leading down are locked from the inside, characters must either force them open or pick the locks.

Flying over the castle has a 5% chance per turn of attracting the vampire's attention. He may decide to pretend he does not see the flier, preparing elaborate indoor traps instead, or he may cause the local giant bats to attack — whichever course seems to have the best chances of destroying the invader.

7. Watchtower

The inside of the tower is filled with fine, weblike, glassy strands. The effect is strange, giving the room a wintery aura that contrasts sharply with the humid, tropical swamp.

Cleaning away the webs reveals this room to have been a guard's room, with broken table, stool, and bed. There is an intact, locked box containing the possessions of the room's former inhabitant: clothing, a silver dagger with a topaz set in the pommel (worth 520 gp total), and a *Manual of Bodily Health*.

A crystal spider (AC 4; MV 15"*18"; HD 4+4; hp 36; #AT 1; Dmg 1-3; SA crystalization; AL N) of the largest size lairs here. It lives well, preying mostly on the small creatures (snakes, lizards, rats, and an occasional bird) of the kingdom. It is relatively safe from harm because the swamp's larger creatures have learned to avoid the kingdom for a few centuries now. The spider once had a mate, but Kenither killed it and used its venom for the creation of his *potion of restoration* (see room 4 and the end of

module).

The spider, sensitive to the vibrations caused by the characters' movements, hangs from a web immediately above the doorway. It thus has a 4 in 6 chance of surprising the first character. Even if it doesn't, it automatically gains the initiative for the first round of combat.

8. Cellar

> The stairs descend to a cellar, but an iron gate bars entrance. The gate is locked. The cellar has a musty smell and appears not to have been disturbed for some time. Everything is covered by a thick layer of dust. Barrels, crates, and four wooden coffins are spread about the room in a disorganized mess.

The key to the locked iron gate is in the bedroom (room 3). If the key is not found, the lock may be picked or the characters may attempt to *bend bars* to gain entrance.

The five barrels each hold twenty gallons of oil. The crates contain assorted weapons, including many arrows and crossbow bolts. These stores were intended for siege defense but haven't ever been needed. Three coffins are Kenither's spares. The other contains a flesh golem and leans against a secret door.

Beyond the secret door is a small room with a trap door in the floor. A ladder disappearing down into the dark is revealed when the trap door is opened. The ladder leads to the crypt (room 9). There are several tiny holes in the secret and trap doors through which Kenither can pass in gaseous form.

The flesh golem (AC 9; MV 8"; hp 40; #AT 2; Dmg 2-16/2-16; SD normal weapons do no damage, most spells do no damage, but fire-and cold-based spells slow it for 2-12 rounds, electrical attacks restore 1 hit point per die of damage; AL N), created by Kenither through the use of a *Manual of Golems*, is instructed to attack anyone who opens or tries to destroy the coffin in which it resides. It is also instructed to break out and attack if its coffin is moved.

9. Crypt. This dusty side room is reached by a ladder descending from the cellar trap-door. The door to the crypt is oak, painted umber to hide the *sepia snake sigil* drawn upon it. The *sigil* is set off if the door is touched. The door is also locked; because Kenither is able to pass through the keyhole in gaseous form, he keeps the key inside his sarcophagus.

The crypt itself lies beyond the door. The walls, ceiling, and floor are of black rock. Just 10' beyond the door and a little to the right stands a white marble pedestal. A black iron brazier filled with incense lies upon it. There are four white marble sarcophagi on each side of the room, leading to Kenither's sarcophagus, made of blackest marble, at the far end of the room.

The sarcophagi, including Kenither's, are labeled A through I on the map. Each sarcophagus holds a removable wooden coffin. Their other contents are as follows (all creatures are hostile to the party):

A: Holds 5,000 cp.

B: The inside of this coffin is infested by a growth of yellow mold (AC 9; MV 0"; HD n/a; hp n/a; #AT 1; Dmg 1-8; SA poison spores; SD affected only by fire-based attacks; AL N).

C: Although it appears to be empty, the wooden coffin is itself actually a killer mimic (AC 7; MV 3"; HD 10; hp 42; #AT 1; Dmg 3-12; SA glue; SD camouflage; AL N).

D: Empty.

E: A mummy (AC 3; MV 6"; HD 6+3; hp 29; #AT 1; Dmg 1-12; SA fear, disease; SD harmed only by magical weapons, which do half damage; magical fire does +1 damage per die; AL LE) is entombed here. It wears a bejeweled necklace worth 2,350 gp.

F: This coffin is filled with treasure: 2,000 sp, 1,500 ep, 200 gp, and 20 gems (base 10 gp each).

G: Empty.

H: This coffin is filled with rocks. One, on the bottom, is a *philosopher's stone*.

I: Two things are of note on the outside of Kenither's regal sarcophagus. On top of the black marble sits a candleholder with two unlit tapers in it. The candleholder is, in fact, a *dicerion of light and darkness*, but the candles are not of the specially prepared variety. Secondly, there is an inscription on the foot of the sarcophagus. It is in an archaic dialect of Common and reads:

> Better to hold myself deathless than to rule the world for a century.

There is a small hole going through the top of the coffin and sarcophagus, allowing gaseous entrance and exit by Kenither. The coffin is of exotic teakwood, the inside lined with red satin quilted over waterfowl down. A magnificent crown rests atop a down-filled satin pillow. The crown is of silver, decorated with gold leaf and wire and set with four jewels: a diamond, a ruby, an emerald, and a sapphire. The whole piece is worth 8,500 gp. Next to the pillow lies a scepter. It, too, is of silver decorated with gold. The head of the scepter has four faces, each enameled with Kenither's coat of arms, and is tipped with a black sapphire. The scepter is worth 6,000 gp.

If Kenither was previously reduced to zero hit points, he is in his coffin regenerating, with the crown on his head and the scepter in his hands. If the party has not yet defeated him, he waits until they have opened the other sarcophagi, hoping that they will be weakened by the monsters therein. When his own sarcophagus is opened, he coalesces from gaseous form and attacks.

Concluding the Quest

After the rescue, Candor and his friends thank the party. They have no valuables but instead relinquish their rights to a share of the treasure. They then travel upriver with the intent to apologize to Melstu's people and perhaps even get back their equipment. The adventure could be extended if some or all of the party would like to go along.

"Featherhead," actually named Udebban, is the village priest (3rd-level cleric). He was extremely disturbed by the sacrilege and is against returning anything to the party. After a good deal of coercing from Melstu (who understands Candor's bad habits), he gives Candor and his friends a chance: if they fulfill a small quest, he will return their possessions and forgive them.

Fifteen years ago, a strong young warrior named Durbassa entered the swamp on a hunting expedition. He did not come out. Since the swamp is taboo, no one was allowed to go in to look for him (the reason for the taboo, the vampire Kenither, has been long forgotten). Durbassa had stumbled upon Kenither's kingdom and was drained, becoming a vampire himself. During a great storm a year ago, he was in bat form and was blown out of the swamp and into the rain forest. Once beyond the confines of Kenither's kingdom, Durbassa became a free-willed vampire and returned to

the village of his former life to prey on the living. He has stolen the life of more than one villager, and now people are afraid to enter the rain forest even in daylight. The PCs' quest is to slay Durbassa and the three lesser vampires he has created.

Durbassa is a vampire as per the *Monster Manual* (AC 1; MV 12"/18"; HD 8+3; hp 36; #AT 1; Dmg 5-10 + energy drain; AL CE). To summarize the characteristics of the lesser vampires: AC 2; MV 12"/18"; HD 6+2; hp 29, 25, 22; #AT 1; Dmg 5-10; SA energy drain (1 level, 50% chance of 2); 18/76 physical strength; subject to a *raise dead* spell (saving throw vs. magic to prevent being brought back from undeath); under control of Durbassa; otherwise like the vampire as described in the *Monster Manual*. The vampires all have graves in the rain forest, side by side. Durbassa's original grave is in Kenither's kingdom (on the zombie hill), but he only returns there in direst circumstances, since he would not know of Kenither's demise. The vampires have no treasure.

After a successful vampire hunt with whatever details the DM devises (having one simple encounter with all of the vampires would be very poor, not to mention overly dangerous for the party), the participating characters are invited back to Melstu's village for a big celebration, after which Candor and his friends are reunited with their possessions. Player characters who helped destroy the vampires are each given a gift of one of the following in gratitude: a gold-inlaid ivory statuette of a peacock (worth 2,000 gp), a star ruby (worth 2,000 gp), a *spear +2*, a pouch of *dust of dryness*, a coral necklace (2,000 gp), or a potion of *extra healing*.

New Monster and Magical Item

SPIDER, CRYSTAL

FREQUENCY: *Very rare*
NO. APPEARING: *1 (5% chance of 2)*
ARMOR CLASS: *4*
MOVE: *15" *18"*
HIT DICE: *4+4*
% IN LAIR: *95%*
TREASURE TYPE: *Q (×3), see below*
NO. OF ATTACKS: *1*
DAMAGE: *1-3*
SPECIAL ATTACKS: *Crystalization*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Semi-*
ALIGNMENT: *Neutral*
SIZE: *M*
LEVEL/XP VALUE: *IV/165 + 5/hp*

This giant arachnid bears some distinct characteristics that separate it from other spiders. In appearance, it looks as if it were made of glass or rock crystal. The webs of this creature are stiff and thin, and have a crystalline glow. It travels swiftly across its webs, almost like skating on ice.

The most dreaded power of this creature is in its bite. Although its mandibles are small and rather weak, a bitten victim must save vs. petrification or suffer the following effects:

Round	Effect
1-5	slows
6-30	paralyzes
31+	crystalization

The *slow* effect reduces the victim's number of attacks and movement by one half; a victim is able to attack only during rounds 1, 3, and 5, at which point the victim become immobile. The victim usually dies of suffocation by the fifth round of paralyzation, since the diaphragm (which works the lungs) is affected as well as all other muscles. The body gradually stiffens as the spider's powerful venom crystalizes substances or replaces them with minerals. A crystalized victim may be revived by *resurrection, alter reality*, a *wish*, or a *potion of restoration. Limited wish* brings a victim back only temporarily; after a week the victim must save vs. petrification or begin to recrystalize.

The venom of the crystal spider loses its properties if outside of a body for more than one hour. It cannot be used as an insinuative, contact, or ingestive poison. No weapon has yet been developed that effectively duplicates the spider's injection method.

Crystal spiders have an affinity for gems of the transparent sort, and these are often found stored in web bundles in the centers of their webs.

Potion of Restoration

This magical fluid was first created by Kenither the Gaunt. Each dose negates the effects of the following spells and powers, restoring the affected creature to its normal state: *charm monster, charm person, feign death, forget, friends, haste, hold person, polymorph other, polymorph self, ray of enfeeblement, sepia snake sigil, sleep, slow, stoneskin, strength*, and *Tasha's uncontrollable hideous laughter*.

A *polymorphed* creature restored by this potion need not make a system shock roll. The liquid also cures blindness and deafness, and restores a crystalized character (see description of Crystal Spider). The potion can be administered by pouring a dose on the subject or by the creature ingesting it. In either case, it can negate more than one spell. For example, if applied to a creature under *Tasha's uncontrollable hideous laughter* and *haste*, both spells would be negated.

XP value: 300

GP value: 2,000

Leaving your lair?

If you're moving, please mail your old and new addresses (and your account number) to: Address Change, DUNGEON™ Adventures, P.O. Box 110, Lake Geneva WI 53147. Write to us at least six (preferably eight) weeks before your move to insure uninterrupted delivery.

ESCAPE FROM THE TOWER OF MIDNIGHT

BY PAUL KANE

Run silently; the Midnight Stalkers are after you.

Artwork by Roger Raupp
Cartography by Diesel

Paul is a high-school junior who would someday like to combine his hobbies of writing and astronomy into a career. This is his first published writing. Escape from the Tower of Midnight *was used as an official RPGA™ tournament module at the Frontier War game convention in Bloomington, Ill., last year.*

Escape from the Tower of Midnight is an AD&D® game module for 2-5 thieves of 2nd-4th level. The Dungeon Master may change the names of the thieves' guilds, countries, deities, and so forth to fit the individual campaign. Note that all player characters are assumed to have been imprisoned at the start of the adventure; little or no equipment will be available at first. This module is well suited for tournament use.

Adventure Background

The following information is read to the PCs at the start of the adventure. It must be assumed, for the sake of the adventure to follow, that the PCs have no way of avoiding capture by the Midnight Stalkers. However, the DM may find a way to play out this adventure and have some or all of the PCs captured, allowing any who escape to attempt to rescue their comrades.

The lands are being torn apart by a guild war between the two most powerful thieves' guilds in the country. The Gray Slayers and the Midnight Stalkers have instituted a reign of terror in which all thieves are hunted down and killed, even if they are not participating in the guild war. Your guild, [the DM should insert the name of the characters' guild here], is loosely associated with the Gray Slayers. Unfortunately, the headquarters of the Stalkers' guild is said to be very near your own guild's home city, a small seaport.

You and your companions have gathered at your favorite tavern after a particularly successful night. You are sitting in a back room, drinking and talking among yourselves, when a town guardsman steps in. "Every able-bodied person is to come with me!" he shouts. "The deserted warehouse down by the wharf is on fire, and all of you have just been drafted as firefighters!" You gasp in

horror; that warehouse is the location of your guild! "I want you all, too!" the guard adds, sticking his head through the curtain dividing your room from the main barroom. He herds everyone out the door, but you slip into the shadows just outside, and the fire detail heads off without you.

Quickly, you pry up the secret hatch entrance to the sewers, one route to the underground part of your headquarters. After much slogging through low tunnels lit only by the torch kept near the entrance for just such contingencies, you emerge in a corridor at the lowest level of your guildhouse. You hear voices, but recognize none of them. Extinguishing the torch, you proceed cautiously.

The main meeting room is brightly lit, its glow spilling out into the corridor. The voices are louder, but still not recognizable. Prudently, you flatten yourselves against the corridor wall and approach the meeting room silently.

"The rest of these creeps either escaped or died in the blaze upstairs," someone says. The voice is definitely not that of a friend. You cautiously peer around the doorway. All those still alive in the room wear the gray-and-tan uniforms of the Midnight Stalkers. The dead lying on the floor were once your friends.

"Not much loot off these scum. Let's move out!" The Stalker lieutenant and his underlings begin moving in your direction, and you turn and run back down the corridor. A shout comes from behind, and several dark forms drop from the ceiling a short way ahead of you. More Stalkers! Surrounded and greatly outnumbered, you decide that the best course of action would be to surrender. The last thing you remember is a crunching blow on the back of the head and a burst of brightness behind your eyes . . . then nothing.

You awaken in a small chamber, and almost wish you were still unconscious when you realize you are chained, spread-eagle, to a not overly smooth stone wall. Before you have time to whisper hurried plans for escape, three guards arrive and unchain you. Allowing no time for the circulation to return to your limbs, they lead you into the main meeting room of what can only be the headquarters of the Midnight Stalkers. It is a massive, beautifully decorated throne room. On a golden, gem-encrusted throne at the far end of the room sits a halfling with a badly scarred face.

"Greetings, Slayers," he says in a surprisingly deep voice. You realize that he believes you are actually Gray Slayers, not just members of an allied guild. "Welcome to the Tower of Midnight, our humble abode. I am Ragor, guildmaster of the Midnight Stalkers. As you now realize, your guild has been destroyed. You are all that remains of the Slayers guild in this pitiful little port city."

Ragor notices your glances at the elegant and obviously expensive decorations that dominate the room. "Yes, all of the decorations in this room are stolen. Why, this throne that I sit on once belonged to the mighty King of Sark. But enough of this prattle. In keeping with our tradition, you will be executed at noon, two days hence. I apologize for giving you so little warning, but we have been quite busy lately and have little time for social amenities."

Two muscular men appear, followed by a figure dressed in a black cloak. "Ah," says the halfling, "I see that the high priest of Hendas, God of Thieves, has arrived. As we are not uncivilized, I will allow him to administer your last rites. Guards, escort the good priest and our prisoners to the holding cell."

You are blindfolded and lifted off your feet. By the posture of your bearers and the occasional banging of your feet against the steps, you know you are being carried up many flights of stairs. Finally, you are dropped to the ground and kicked into a dank, musty cell. The man in the robe removes your blindfolds and motions for the guards to leave. They close the door behind them with a resounding clang.

The priest removes his cowl to reveal the face of Deos'nt, a prominent out-of-town thief from another guild who often talked with your guildmaster as an ally.

"My guild regrets your position," he whispers, "but we cannot spare enough agents to free you right now. By the time that we can, it will be too late. I have one set of picks, the key to these cells, and one dagger with me. These I leave with you. It is up to you to break out. If you succeed, go to the city of Posidonis and give this ring to the innkeeper of the Black Boar Inn. I will try to meet you there." He slips off his ring and sets it, along with the set of lock picks, the dagger, and the cell key in the straw that covers the floor. He then pounds on the door, and the guard lets him out. You are now alone.

For the Dungeon Master

This adventure is designed to be played as a tournament module, although it can easily be adapted into an existing campaign. In running my campaign, I have added some rules and changed others; if the DM disagrees with them, feel free to remove or alter them.

I do not have separate guilds for assassins and thieves. They all belong to the same guild, as do thief-acrobats. Additionally, each individual guild has its own sub-dialect of thieves' cant, so that rival guilds cannot interpret messages. All Midnight Stalkers speak the Stalkers' cant, and all Gray Slayers speak the Slayers' cant. It is impossible to learn a particular cant except by joining that guild. Therefore, a high-level assassin cannot learn the cant dialect of his rivals, although he could spend some time and money in an attempt to break the code.

The only items that the characters have with them when they are thrown into the cell are normal clothes. All of their equipment is in room 2 on the first floor. The Stalkers listed in the NPC table are those quartered at this tower. Also, 1-6 additional Stalkers are in the tower, visiting or reporting in. These additional Stalkers should be taken from *The Rogues Gallery* AD&D® game supplement or designed by the DM. Since there are no windows in the tower, the PCs are bound to lose track of time. The DM must do the timekeeping, as many of the encounters are based upon the time of day.

Special Encounters

The Stalkers found within the dreaded Tower of Midnight are listed in the

The Midnight Stalkers
NPC roster for the Tower of Midnight

Name	Sex	Race	Class/Lvl.	S	I	W	D	C	Ch	AL	hp
Agel	M	H	T10	12	7	9	13	10	11	NE	36
Alg'nn	F	D	A2	12	11	9	12	13	7	LE	10
Amal	M	H	T13	11	9	12	16	16	11	LN	59
Andrei	M	H	A11	12	11	8	13	9	10	CE	45
Argor	M	H	T1	13	13	10	15	15	7	LE	5
Asa	F	H	T4	10	9	16	15	17	6	NE	23
Balt	M	H	T6	9	6	5	14	8	13	CE	27
Basina	F	½E	T5	11	9	10	13	11	9	CE	27
Cedric	M	H	T9	10	10	11	11	10	9	CE	37
Etain	F	H	A3	13	11	12	12	10	10	NE	8
Fand	F	H	T9	10	12	5	14	12	14	LN	27
Fiona	F	H	T8	11	9	4	17	8	10	NE	35
Frea	F	H	A10	18	12	8	14	10	8	CE	33
Hewald	M	H	T3	8	10	8	14	15	12	NE	14
Ibor	M	½	F3/T3	10	10	7	12	17	9	CN	22
Justin	M	H	T8	7	9	8	14	9	14	LE	27
Kara	F	H	T1	17	10	10	18	6	6	N	5
Marfa	F	H	A9	12	11	6	14	10	9	NE	25
Morfan	M	H	T8	10	12	10	15	13	16	N	25
Mrr'mst	F	H	F10/T5	7	7	11	15	14	17	LN	53
Octa	M	H	T1	9	7	13	17	13	11	CE	3
Ragor*	M	½	F5/T12	17	18	15	18	17	15	LE	60
Senan	M	H	A3	12	11	9	12	12	5	NE	12
Verca	F	½O	T6	8	7	11	13	15	9	NE	31
Volodar	M	H	A4	13	11	10	12	10	7	NE	14

* Guildmaster of the Midnight Stalkers.
Race: ½ = halfling; ½O = half-orc; ½E = half-elf; D = dwarf; H = human.
Class/Level: A = assassin; F = fighter; T = thief (number indicates level).

table above. The use of monsters and such is not recommended for this module. If the DM feels additional encounters are necessary for the adventure, he or she should first answer the following questions:

1. What is the person encountered doing? Each NPC should have a purpose for being here.

2. Is the NPC a resident of the tower or a visiting thief? Where is the NPC going, and for what purpose (resident on way to the privy, courier reporting in, sweetheart of a resident, etc.)?

3. If a visitor is encountered, is he or she alone or accompanied by a tower resident? If the resident left his duty post to accompany the visitor, did someone else take over the post?

4. Is the NPC going someplace or staying in the area? Does the NPC move about on a regular schedule?

Note that there will be a general coming and going of thieves on personal business throughout the day, and the stairs will often be in use. The DM must create a general pattern of activity within the tower and use it to establish the chances of encountering any one thief or group of thieves therein.

The following regularized "wandering NPCs" will be encountered as noted below.

Asa. At 1:00 P.M., and 7:00 P.M., Asa carries trays of table scraps up to feed the prisoners. She may have one or two people help her carry the trays. At 1:00 P.M. she also takes a tray of food to Agel. At 8:00 A.M., 1:00 P.M., and 7:00 P.M., she take trays of food up to the ailing Andrei. She may also be encountered going back to the kitchen.

Hungry Stalkers. At 8:00 A.M., noon, and 7:00 P.M., the Stalkers leave their posts in turn for 15 minutes each. They go to room 9 on the first floor to get their meal trays and return to their posts to eat. After finishing their meals, they take their trays back to the kitchen.

Cedric. On the first day after the characters are captured, the Stalker Cedric returns from a mission in the far away country of Phaldephius. He informs Ragor that he has definitely located a Slayers branch guild in the capital of Phaldephius. (If the PCs discover this information, they can try to warn their allies and mess up the Stalkers' plans.) Cedric spends the night talking with Ragor and then falls asleep in his own quarters for eight hours. At 1:00 P.M. on the second day, Cedric, Basina, Verca, Mrr'mst, Ibor, and Fiona head to Phaldephius to deal with the Slayers there. They each take a horse and ride in the direction of Posidonis. It is possible that they will overtake the escaping characters on the road, but they might not stop due to the urgency of their mission if they fail to recognize the PCs.

Frea. At midnight, Frea makes her rounds of the tower, checking to make sure that all is well. This takes one hour.

All Stalkers wear leather armor, and each carries a dagger and long sword unless otherwise noted.

Time Limits

The characters are to be executed two days after they are put in the cell; obviously, it is important for them to escape before this time is up. Consider that the characters are put into the cell at 10:00 A.M. They have until noon, two days hence, to escape the tower and their own executions. They could possibly be out of the tower before their escape is discovered.

Each day at noon, after everyone has eaten, Asa and some of her drafted workers take scraps of food up to the prisoners. At this time, there is a 75% chance that their escape will be discovered when their food is pushed through the door slot. At noon of execution day, the escape will definitely be discovered when their last meal is brought to them.

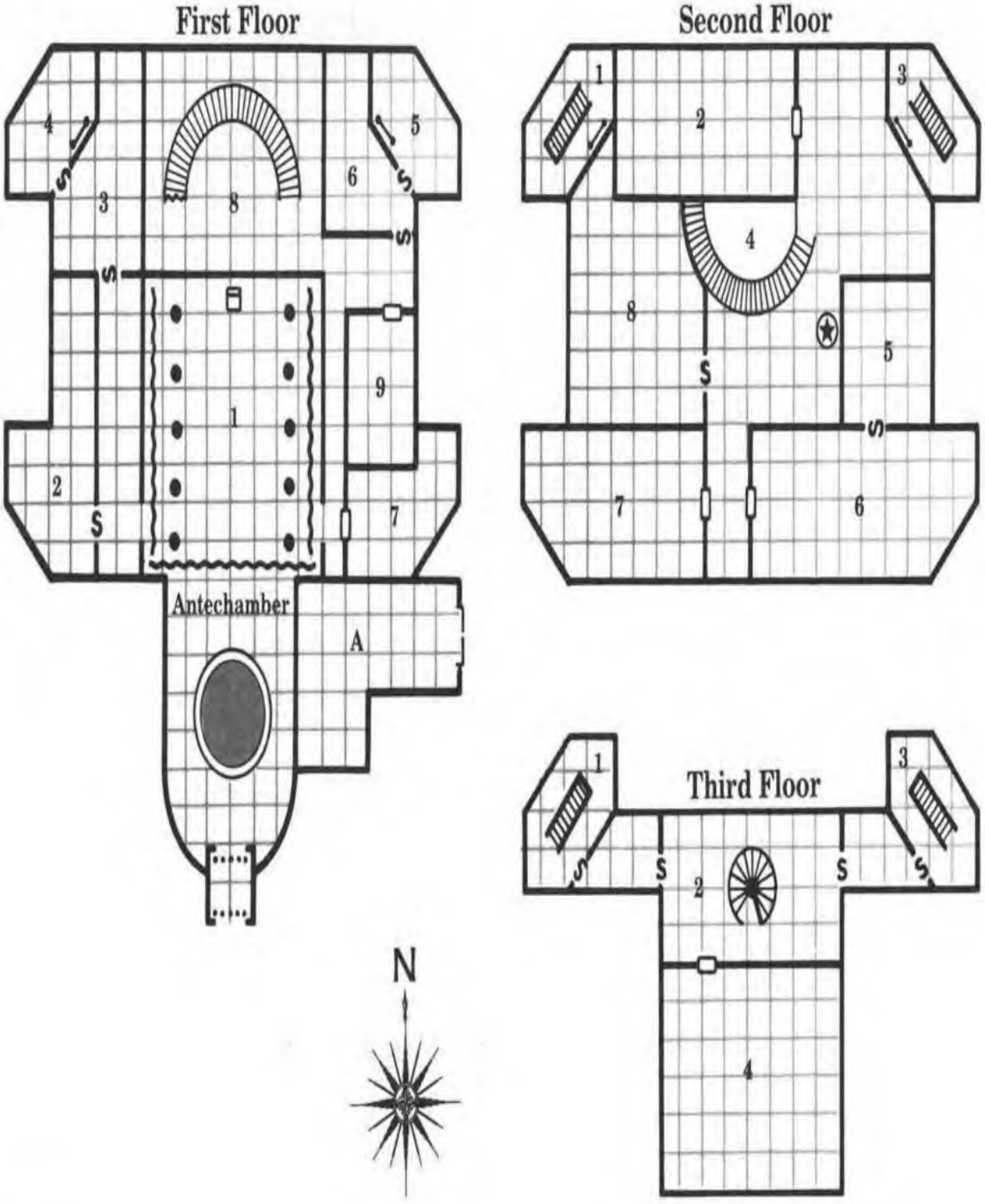
Tower Encounter Key

The Tower of Midnight is set on a hill near a mountain range. The tower is made of black granite. Each floor is 10' above the floor below. If this module is inserted into a campaign, the DM should note that very few people have ever seen this tower due to its remote location.

First Floor

A. Stable. There are from 2-12 light riding horses here, and half of them are in condition to ride. There is a 5% chance that a stablehand (AC 10; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type (dagger); AL N) is here caring for the horses. All of the equipment necessary to ride (saddles, bridles, etc.) can be found hanging here.

THE TOWER OF MIDNIGHT
Lower Levels



Antechamber. This room contains a pool filled with small goldfish. Many chains are set into the walls. A large lever on the wall beside the entrance raises and lowers the portcullises. This room is empty unless someone is entering or leaving the tower.

1. Throne Room and Meeting Hall. Following the first time the characters entered this room, only a single guard is present. Frea usually has the night guard duty here, and Morfan takes the day guard shift.

The throne is indeed the throne of the King of Sark. The Stalkers stole it several years ago, in what is commonly referred to as the "theft of the century" (because, when the Stalkers were done, the palace was almost picked clean of treasure). The tapestries on the walls also are from the throne room of Sark. They are made of silk embroidered with golden thread in exquisite detail. The scenes are all from Egyptian myths of the creation of the universe (as presented in *Legends & Lore*).

2. Treasure Hoard. The secret entrance to this room opens onto a scene of carnage. On second glance, the room appears to be the workroom of the guild's butcher. Slabs of raw meat hang from hooks on the walls, and a half-carved carcass lies alongside an assortment of knives and cleavers on a worn, wooden table.

The room, however, is under a *permanent illusion.* The illusion is not broken if the characters try to pick up any of the meat or utensils; however, any items they pick up will revert to normal form when removed from the room. This area is the treasure storage vault for the Midnight Stalkers in this area. It is well stocked.

The characters' equipment, as well as the loot taken from their guild hall, is sitting almost in the doorway. At the back of the room are several loose piles of gems and money. An assortment of miscellaneous magical items hangs on the walls. The treasure in this room includes the following: 14,500 cp; 5,000 sp; 2,000 ep; 3,000 gp; 567 pp; 100 diamonds (100 gp each); 30 emeralds (400 gp each, one of which contains the trapped soul of a type IV demon; if the gem is broken, the demon is released and will be, to say the least, a bit perturbed); five *rings of invisibility;* seven pairs of *boots of elvenkind;* three *cloaks of elvenkind;* 15 *potions of poison;* three *manuals of golem creation;* a complete set of the Royal Encyclopedia of Sark; six suits of kobold-size *chain mail +1* (taken from the bodyguards of the princess in dungeon B on the fifth floor); a crown of finely worked silver encrusted with rubies, sized for a kobold (the whole thing is worth 300 gp and belongs to the princess); and 16 *long swords +1.*

The south wall is covered with 15 tapestries (each worth 100 gp, taken from the palace of Sark). The room also contains the spell book of a 15th-level magic-user, a *crystal ball,* a cane of worked ivory studded with diamonds (the cane of the King of Sark, valued at 20,000 gp) and, a *long sword +5 Holy Avenger,* all on a high shelf on the north wall. Resting in the northwest corner is a saddle of the type dragon riders commonly use. Beside the door is a table set up for a Game of Kings (a popular game among the nobility which is very similar to chess). The table is of oak inlaid with gold and silver squares on the playing board, and the figurines are made of exquisitely hand-carved obsidian and marble. The table is worth 200 gp, and the playing pieces are worth 50 gp each.

There is no way that the characters can carry off more than a small amount of the treasure in this room. DMs should strictly enforce this point!

3. Guard Room and Quarters. Hewald, Senan, Octa, and Ibor are quartered here. Senan is here resting in the daytime, and the others sleep here at night. The room contains two bunk beds and four lockerlike closets set into the wall. Each locker contains three extra uniforms and some normal clothes, 20 gp and two daggers. Senan's closet also contains a short sword and long sword.

4. Stairwell. The outer walls of this small room are pierced with spy holes that look out into the wilderness which surrounds the castle. There is nothing of value here, although there is a 10% chance per round that a Stalker comes into the room through the door or down the ladder from the trapdoor in the ceiling. Senan is on guard here at night, and Hewald is here during the day.

5. Stairwell. This room is similar to room 4, but is not guarded, as the tower faces the mountains on this side. The kobolds who live in that direction believe the tower to be haunted and never approach it.

6. Guard Room and Quarters. Kara, Etain, and Asa are quartered here. There is one bunk bed and one bed which folds down from the wall. Three lockers are built into the wall. Each locker contains 20 gp, three uniforms, a dagger, and a short sword. Etain sleeps here during the day, and the others are here at night.

7. General Storeroom. Food, blankets, mattresses, extra clothing, eating utensils, etc. are stored here.

8. Stairwell and Armory. A circular staircase winds upward from this room. On the walls are hung seven long swords, five short swords, 30 daggers, 10 spears, four hand crossbows, 40 darts, and three shields. There is a 10% chance per round that someone will enter the room, either from the stairs or from the hallway. A guard has been posted here if it is discovered that the characters have escaped (DM's choice as to guard's identity). Otherwise, the room is empty.

9. Kitchen. For one hour before each meal time, Asa (the cook) is here preparing the meals. The room contains a large oven, several long tables, and a large buffet where the food is served. There are stacks of trays and silverware beside the buffet. After the meals are served, Asa and two drafted helpers (thieves not on duty anywhere else) clean the trays. They then take the scraps to the prisoners. In the back of the room is a chute that dumps trash down 250' to the lair of a neo-otyugh (AC 0; MV 6"; 10 HD; hp 43; #AT 3; Dmg 2-12/2-12/1-3; SA disease; SD never surprised; AL N).

Second Floor

1. Tower. There are many spy holes in the walls of this room. A staircase gives access to the floors above, and a ladder leads to the floor below. Illumination comes from a *continual light* cube hanging from the ceiling. There is a 10% chance per round that someone will enter the room via the stairs. Kara is on guard duty here during the day; at night, Octa is the guard.

2. Barracks. Argor, Volodar, Alg'nn,

Balt, and Morfan are quartered in this room. There are two bunk beds, a bed that folds down from the wall, five closetlike lockers, and a large table. If the characters' escape has been discovered, 30 gp and a full set of cards are lying on the table. If not, Argor, Volodar, and Alg'nn are here playing cards when they are off duty. Each locker contains three extra uniforms, a short sword, a dagger, and 20 gp. Morfan does not stay here, although this is his official room, as he is married to Mrr'mst. He spends most of his free time in his wife's quarters. (Ragor does not know of this, and he does not like marriages within the guild.)

3. Tower. This room is the same as room 1 on this level, except no guards are posted here as this side of the tower faces the mountains.

4. Stairwell. A guard is posted here if the characters' escape has been discovered. There is a 10% chance per round that someone comes up the stairs.

5. Brewery. This is where Agel, the Stalker's poison expert, brews their poison. There are 1-20 jars of poison here, along with the herbs, plants, and equipment necessary to make it.

6. Agel's Quarters. This room is very dreary looking. The walls are all of the darkest black, and the wall hangings are all of dark color. The bed descends from the ceiling on pulleys. The room also contains an iron maiden, a set of broken thumbscrews (which Agel is trying to repair), a large black wardrobe, and a large desk of oak painted black. The second drawer on the right-hand side of the desk has a false back, concealing a compartment which contains 400 gp and a diamond worth 20 gp. The door to this room has a portcullis trap which is activated by stepping into the doorway. The trap can be deactivated by twisting the left hand of the gargoyle (which is built into the wall beside the door) slightly to the left.

7. Barracks. Justin and Cedric are quartered here. The room contains two bunk beds (the second belonged to two Stalkers who were killed in the raid on the PCs' city), four closetlike lockers, and a billiards table. Two of the lockers contain: 20 gp, three extra uniforms, and five darts coated with type D poison (see *DMG*, page 20). Because this poison is compounded from a secret formula known only to the Stalkers guild, it causes the loss of half the victim's current hit point total, even if the saving throw succeeds. Failure of the saving throw means death in 1-4 turns. The other two lockers are empty. This room is empty during the day; at night, both Justin and Cedric are here.

8. Records Room and Library. The door to this room is trapped with 10 poison needles (doing 1-8 hp damage if the save is failed, 1-4 hp damage if it succeeds) that shoot out in all directions if triggered. The trap can be deactivated by pulling the torch on the far side of the hallway down and to the right.

The first row of shelves in the library contains nothing but stolen spell books. The next three shelves contain regular books. Behind these shelves are seven filing cabinets; the last two are completely empty. Each of the filing cabinets is trapped with three poison darts (type D, as in room 7 above). All of the darts are deactivated when a book on the shelf facing the cabinets, entitled *Traps and Snares for the Unwary*, is removed from its shelf. The first two cabinets contain personnel files on all members of the Stalkers guild (including real name, place and date of birth, and all relevant information). The rest of the cabinets contain files on miscellaneous subjects, including several with information on the more prominent Slayers, case files detailing the Stalkers' assassination targets, and inventory lists of stolen goods and their original owners. (Some of this information could be very useful to the Slayers!)

Third Floor

1. Tower. In addition to the stairway leading down, this room contains a table and two chairs. A *continual light* cube is suspended from the ceiling. Many spy holes pierce the walls. Argor is on guard here during the day, and Alg'nn at night. There is a 10% chance per round that an additional Stalker will enter this room, either from the floor below or through the secret door.

2. Stair Room. Someone is on guard here if the characters' escape has been discovered. The room is otherwise empty.

3. Tower. This room is identical to room 1 on this floor. There is a 10% chance per round that someone will enter the room via the stairs. Volodar (a muscular man of Viking heritage) is on guard here during the day, while Etain (a jovial person, the only native Phaldephian staying in the tower) is the night guard.

4. Barracks. Verca, Basina, Marfa, and Fiona are quartered here. The room contains two bunkbeds, four closetlike lockers, a table, and a roman bath. Each closet contains three uniforms, 20 gp, a dagger, and a long sword. The room is empty during the day; Marfa is here during the night. On the second day, the rest are sent out of the tower on a mission. The door to this room is locked and trapped with five small (*sleep*) poison darts that fire out from the opposite wall if activated. Pulling down on the torch beside the door deactivates the trap.

Fourth Floor

1. Stair Room. There is someone on guard here if the characters' escape has been discovered.

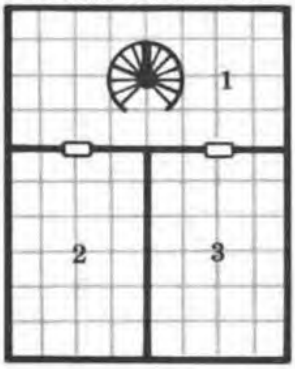
2. Frea's Room. This room is furnished with an elegant canopy bed on a raised, central dais. There is also a beautiful, solid treant-wood wardrobe and a whirlpool bath. The wardrobe contains three extra uniforms, a *long sword +2*, and three beautiful gowns. In the false bottom of the wardrobe are hidden 300 gp, a *wand of enemy detection*, and a *ring of invisibility*. Frea is here at night, but during the day this room is empty. Frea teaches physical education and combat skills to the apprentice (low level) Stalkers who live in the tower. She is a tall (6'6"), muscular woman. During the day, she can be found outside the tower with some of the younger Stalkers. Frea is the arm-wrestling champion of the tower.

3. Amal's Room. This exquisitely furnished room is the quarters of Amal, the Master Journeyman and Second Grandmaster of the Midnight Stalkers. Amal is also the person in charge of new recruits and training. When he is here, he is personally responsible for instructing the younger apprentices in their thieving skills. Amal is currently on a mission in Sark and will not be

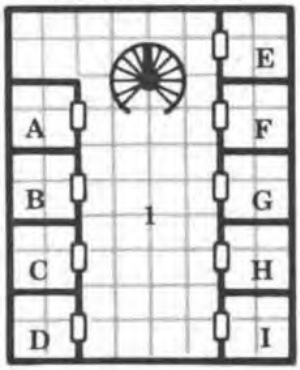
THE TOWER OF MIDNIGHT
Upper Levels

1 square = 5'

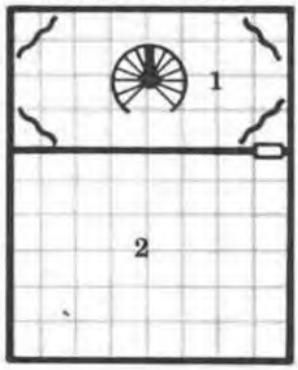
Fourth Floor



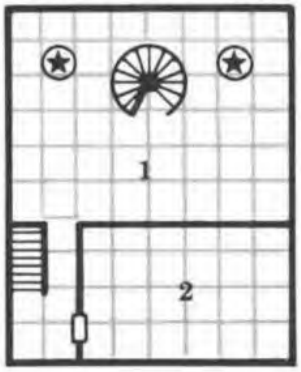
Fifth Floor



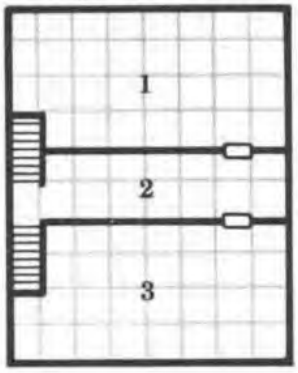
Sixth Floor



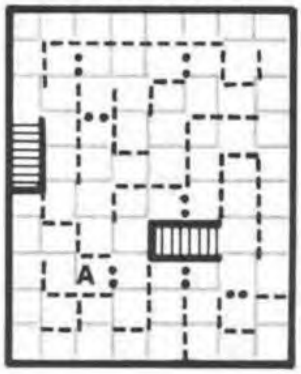
Seventh Floor



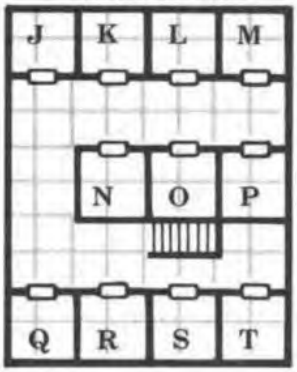
Eighth Floor



Ninth Floor



Tenth Floor



Pillar

Ladder

Secret door

Portcullis

Illusionary wall

Curtain

Statue

back for several weeks. The room contains a bed with a solid oak frame covered in silk sheets, a wall hanging that depicts a massive battle between humans and demons (worth 100 gp on the open market, but worth more to a sage), a Roman bath, and a large footlocker. Inside the footlocker are five extra uniforms and a dagger. The false bottom of the footlocker contains 750 gp, a *hand crossbow +3,* and an emerald worth 200 gp. Amal is the older brother of Frea, but the two of them do not get along very well. When he is gone, Frea takes over his duties.

Fifth Floor

1. Torture Chamber. This entire floor is soundproofed to prevent the moans of the prisoners from disturbing the Stalkers. The room is empty in the evening from 6:00 P.M. to 7:00 P.M. (when Agel is at dinner), and from 11:00 P.M. to 8:00 A.M. (when he is sleeping and having breakfast). At noon, Asa (the cook) brings Agel a meal tray. She also brings some table scraps for the prisoners. At all other times Agel, the turnkey (or torturer), is hard at work on some poor, hapless subject. If the characters move quietly, there is only a 50% chance that Agel notices them. Agel is semi-insane ("sadistic" on the sanity charts in the *DMG, page 83*) and really loves his work. He is also very good at what he does and can get whatever information he wants out of almost anyone. When the characters enter the room, they can hear the moans of the prisoners regardless of the time of day. During the day, they hear the screams of the poor soul Agel is interrogating. (Agel is questioning the Slayer from cell D, and the door to that cell is open).

Cell A. This cell contains a kobold (AC 10; MV 6"; HD ½; hp 2; #AT 1; Dmg 1-2 (bite); AL LE) that Agel used to test a new drug he developed. The results turned out differently than he expected. Instead of making the kobold his willing slave, it destroyed any resemblance of intelligence that the kobold had. He can still use hand tools, but he acts as a frightened animal would. He was one of the princess's bodyguards (see cell B), and recognizes and listens to her, although he now has the intelligence of an average dog. Agel is not quite done experimenting with him; that is why he is still alive.

Cell B. This cell contains a beautiful (for a kobold) female kobold (AC 10; MV 6"; HD ½; hp 3; #AT 1; Dmg 1-4; AL LE). She is the daughter of Gort, the king of the kobolds of the Northern Mountains. She is terribly frightened and tells the characters (in Common) that her father will greatly reward anyone who helps her (since she is a skilled warrior) and returns her to him. Agel does not know who she is, and plans only to try his drug out on her.

Cell C. The deceased lizard man in this cell bled to death, the effects of his last "session" with Agel. If this cell is searched in detail, a map is found. The map leads to the lost tomb of Tutalackstri, an ancient Sarkian king. His crypt is rumored to be full of treasure. The lizard man was an explorer who found the tomb. The Stalkers learned of his find and captured him in order to learn the location of the tomb. Unfortunately, the guard who searched him was in a hurry to pick up his dinner tray, and so never found the map before the lizard man was thrown into the cell. The lizard man hid the map (which was waterproofed and concealed in his mouth) behind a loose stone in the southeastern corner of the cell, near the floor.

Cell D. This cell contains a low-level thief of the Slayers guild (AC 10, MV 12" (1"); T2; hp 6 (2); #AT 1; Dmg by weapon; S 7, I 11, W 5, D 15, C 9, Ch 10; AL CN; pick pockets 35%, open locks 29%, find/remove traps 25%, move silently 21% (0%), hide in shadows 15%, hear noise 10%, climb walls 86% (0%)). So far, he has revealed nothing, but he is afraid that he will soon break. If the characters do not help him escape, he asks them to kill him so that he does not reveal guild secrets. He cannot reveal much of use. During the six weeks he has been a prisoner, the Slayers learned of his capture and had all of his contacts change identities and move to new locations. If Agel is in the torture room, he is questioning this man. The Slayer can no longer walk, a result of Agel's experimental methods of questioning (stats in parentheses reflect his crippled state). It will take a *heal* spell to fix the severed tendons in his lower legs so that he can walk again. He will, however, help the characters in any way possible.

Cell E. Empty.

Cell F. Empty.

Cell G. This cell contains one kobold (AC 7; MV 6"; HD ½; hp 4; #AT 1; Dmg 2-5; S 17; AL LE). He can no longer talk as a result of Agel's tortures. This kobold was one of the princess's bodyguards (see Cell B). He is a lack-wit, but very strong. The princess can soothe him, and he listens to her. He attacks anyone else who enters the cell, regardless of appearance.

Cell H. This cell contains the guard who tried to draft the PCs as firefighters in their home city (AC 10; MV 12"; F1; hp 8; #AT 1; Dmg by weapon; S 11, I 7, W 8, D 12, C 12, Ch 11; AL LG). He saw the Stalkers running from the fire with lighted torches, gave chase, and was taken prisoner.

Cell I. Empty.

Sixth Floor

1. Stair Room. This room is lighted by a small *continual light* cube suspended from the ceiling. The cube is the only thing of value in the room. The pattern of a dagger in red tiles is inlaid into the white tiles of the floor. If the characters step on one of the red floor tiles, a poison dart (1-20 hp damage if the save fails, 1-10 hp damage if the save succeeds) shoots from the mouth of one of the statues that line the walls. The only door out of this room is made of iron and is hidden behind a red curtain.

2. Ragor's Quarters. This room is the personal abode of Ragor, the supreme Guildmaster of the Midnight Stalkers. As such, it is exquisitely furnished. The canopy bed has a golden frame and is covered in silk sheets. A massive oak desk sits beside a large wardrobe. The room also contains a golden statue of Hendas, the god of thieves. The statue was the first work of Angn'u, one of the most famous artists in the world, and is valued at 20,000 gp. A large sunken bath is set into the floor next to a glass case that is half filled with sand.

Close examination reveals that the case contains five fire lizard eggs. The eggs will hatch in two weeks and must remain in warm sand until that time. As fire lizards are very rare, each egg is worth approximately 1200 gp. The wardrobe is locked and contains many clothes. There is a false bottom in the wardrobe which contains 10,000 gp, a *long sword +5 of magic-user slaying*, a *gem of true seeing*, a fist-sized diamond (worth 5,000 gp), and 10 packets of *dust of disappearance*. The desk contains only papers and pens (the pens are made of gold and are worth 10 gp each). None of the papers are valuable.

Ragor is not here during the day, but from midnight to 9:00 A.M., he sleeps in this room. The room is messy, with dirty clothes and crumbled paper lying about. Ragor hates to clean, and it will take him a while to notice if anything is missing in his room. Ragor is a very honorable (though evil) person. Once he gives his word, he will never break it.

Seventh Floor

1. Stair Room. This room's only decorations are two marble statues positioned on either side of the stairs coming up. The statue on the left is of a mighty warrior, and the statue on the right is of a old man dressed in elegant clothes and wearing a crown. The one on the left is A'lstru, a legendary Sarkian war hero, while the one on the right is the current king of Sark. Both of the statues were carved by Angn'u, and each is worth 2,000 gp. They are both extremely heavy, requiring the equivalent of four persons with 18 strength to move them. The statues were stolen from the king of Sark during the raid that the Stalkers made upon the palace.

2. Fand's Quarters. This room is the abode of Fand, one of the higher-level Stalkers. The room contains a large bed, a black oaken wardrobe, and a large desk. A massive chandelier hangs from the ceiling. The wardrobe contains four extra uniforms, several elegant silken gowns, a *dagger +1*, a bottle of poison, and 75 gp. The desk contains some paper, a large bottle of ink, and five copper pens (each pen is worth 1 gp). The chandelier is made of glass and has 15 candles hanging in it. Fand is not here during the current adventure, as she is on a foreign mission.

Eighth Floor

1. Andrei's Quarters. The master assassin of the Stalkers lives in this large room. Andrei is here at all times, recuperating from the serious wounds he suffered in a fight with the PCs' guildmaster (who, incidentally, escaped). Andrei is well enough to fight and, although greatly weakened (having only 10 hp left), is still a formidable foe.

The room contains a bed, a wardrobe, and an extensive weapons collection which takes up all of the west wall of the room. The wardrobe contains three uniforms, several disguises, copies of handwriting from several prominent people (Andrei is a master forger), and 210 gp. The weapons collection is the most interesting thing in the room. It has at least one of every type of weapon the characters have ever seen, and some they have not. Several of the weapons radiate magic. Some of the weapons found are a hammer with a secret compartment containing a *ring of invisibility*, a *long sword +2, thief slayer* (thieves and assassins save vs. death magic at -4 or die instantly upon being struck; sword does not function for anyone of these two classes), a *war hammer +2*, and a *dagger +1* (*+3* against humanoids). The walls of the room are painted in bright colors, and the ceiling and floor are covered with bright tiles.

2. Stair Room. This room contains nothing other than the stairs along the west wall.

3. Mrr'mst's Quarters. This room belongs to Mrr'mst, a fighter/thief working for the Stalkers. The room contains a bed, a billiard table, a wardrobe, and a lute. The wardrobe contains three uniforms, 200 gp, and a dagger. The only thing of great value in the room is the *Doss Lute*.

Mrr'mst's father was a very popular bard in Sark, and he taught his daughter to play and sing. This was his lute, and she can use it. Mrr'mst was working her way through the thief levels to be a bard when she decided that she liked being a thief, so she has never pursued additional bard training. When she uses the lute, she has the powers of a 1st-level bard (her father taught her that much). At night, on holidays, or when there is an important visitor, Mrr'mst sings and tells stories to provide entertainment.

A secret compartment under the billiard table contains a golden chest in-

laid with silk. The chest contains seven bottles of perfume. The chest itself is worth 50 gp, and the perfume is very expensive (25 gp a bottle). The room is meticulously clean, because Mrr'mst is a perfectionist. She notices the slightest difference about the room (such as a rumple in the bed covers).

Mrr'mst is secretly married to Morfan, who can be found here whenever they are both off duty.

Ninth Floor

Upon entering this floor, the characters are faced with the entrance to a maze. As the characters traverse the maze, they notice that several of the wall sections are barred, with the bars fixed to the walls, ceiling, and floor. The stony walls of this maze are covered with nasty-looking spikes that appear to be tipped in poison. From time to time, the grunts of a large creature that sounds much like a minotaur may also be heard.

In truth, the maze is actually part of a special *permanent illusion* that cannot be dispelled by any magic short of a *wish*; however, the spell may be "turned off" like a modern electric light, as noted below.

The maze appears completely believable except to those who use magical means to see through it (as per the illusionist spell *veil*). Purposefully touching the walls of the maze causes a character to take 1-4 hp damage from the spikes (if a saving throw vs. spells is failed) and fall unconscious for 3-6 hours (no chance of being awakened beforehand). The "minotaur" is simply a set of illusion-based sounds, also permanently placed here, but the bars are quite real. A *bend bars* roll is required to pass through them, as the gates cannot be lifted.

Attempts to disbelieve the maze's existence will not work unless the disbeliever purposefully makes physical contact with the walls while trying to disbelieve them. A save vs. spells is then required, but failure indicates that the "poisoned spikes" take effect at once, rendering the toucher unconscious.

A golden ring (indicated by the letter **A** on the map) is also present here. Agel lost the ring in here several days ago while coming up to get a prisoner. The ring is a *ring of magic detection*, allowing the wearer to note all magical items

(though not their powers) within a 10' radius.

The illusion can be "turned off" by the use of a switch located next to the stairs descending to the eighth floor. Slayers normally shut off the illusion when passing through this area, as they are also affected by its powers; they then turn the maze "on" again as they descend the stairs, having finished their business on the upper floor. Those who are not aware of the switch's location must make a *find traps* roll in order to locate it.

Tenth Floor

While laid out differently, this floor resembles the dungeon on the fourth floor. All of the cells are small, cramped, and musty smelling. Moldy straw is the only bedding, and it is never changed. At 1:00 P.M. and 7:00 P.M., Asa brings table scraps and water to the prisoners that Agel is not trying to starve into submission.

The characters are put into cells on this floor. Agel believes them to be apprentice thieves with little important knowledge. He is therefore not going to waste his time torturing them.

Cell J. Empty.

Cell K. The resident of this cell is a badly wounded orc (AC 6; MV 9"; HD 1 (C1); hp 2; #AT nil; AL CG; spells: *cure light wounds*). He is the 1st-level shaman (cleric) of the rare orcish sect of Herone, a god of peace, and he is a pacifist. He has no idea why he was taken prisoner. Actually, an orcish priest of Gruumsh paid the Stalkers to take him prisoner, as the two sects do not get along. The orc cleric is being kept alive while the Stalkers decide what to do with him.

Cell L. The lizard man (AC 5; MV nil; HD 2+1; hp 7; #AT nil) in this cell was caught snooping around the outside of the tower. He is unconscious and remains so despite any attempts of the characters to awaken him.

Cell M. The PCs go into this cell.

Cell N. This cell contains another pacifistic orc (AC 6; MV 9"; HD 1; hp 2; #AT nil; AL CG) similar to the one in cell K. Since he was accompanying the high priest when the Stalkers attacked, they took him prisoner too.

Cell O. The goblin (AC 6; MV 6"; HD 1−1; hp 5; #AT 1; Dmg by weapon; AL LE) in this cell is awake, and he is trying to carve a way out through the wall with a spoon. He has managed to dig a ½" groove around the lock on his door. The goblin is very grateful to the characters if they rescue him, offering his services to them for up to six months. His name is Chaderon, and he is a battle champion among his people (gaining +1 to hit when wrestling).

Cell P. This cell contains a minotaur (AC 6; MV 12" (3"); HD 6+3; hp 31 (10); #AT 2; Dmg only by weapon type; SD surprised only on a 1; AL CE). He is chained to the wall and is in very bad shape (see stats in parentheses), being blind in one eye and having a broken left leg. Agel has also pulled all of his teeth, and his horns have been sawed off until only stumps are left. The minotaur was taken prisoner because he was responsible for the death of Agel's wife, and Agel is torturing him in revenge. The minotaur has been left to heal in this cell so that Agel can torture him some more. Crazed with pain and enraged at his captivity, the minotaur will attack anyone who rescues him.

Cell Q. Chained to the wall in this cell are five very odd-looking mongrelmen (AC 5; MV 9"; HD 1, 1, 1, 1, 2; hp 3, 3, 4, 5, 8; #AT 1; Dmg 1-4; SD camouflage; AL LN). Each is 3′ tall, with the face of a lizard man, the body of a bear, and dragonlike wings. Their left arms are human, but they have lobster claws in place of their right hands. Each of them can cast several cantrips (*mouse, firefinger, moan, whistle, footfall, belch, sneeze, giggle, palm,* and *hide* are possessed by all, and each also has 1-4 additional cantrips). The Stalkers captured them from the stronghold of Alstre the Mighty, a powerful magic-user. They are creatures Alstre created to serve him. Two are female and three are male.

If freed, they are willing to assist the PCs, though they are basically mischievous creatures who love to use their cantrips to play jokes on people. They laugh at any joke and love to hear them. They consider Alstre to be their father and wish to return to him. If one of the PCs has a charisma of 16 or better, there is a 10% chance that one of the creatures (of the sex opposite from that of the character) falls in love with the character and follows him or her around until falling out of love (this occurs after 1d4 weeks, upon meeting the next person with a charisma above 16.)

Cell R. A giant rat (AC 7; MV 12"// 6"; HD ½; hp 2; #AT 1; Dmg 1-3; SA disease; AL N(E)) is in here, feasting on the remains of a human.

Cell S. This cell contains a young ogre (AC 5; MV 9"; HD 2; hp 6; #AT 1; Dmg 1-10 or by weapon; AL CE). He was taken prisoner when he entered the tower (which his people believe is haunted) on a dare. He believes that he is being held captive by demons and gladly helps the characters escape if they promise to take him with them (he says that his parents will kill him for entering the tower). Once out of the tower, however, the young ogre will quickly leave the party.

Cell T. Empty.

Concluding the Quest

It is up to the DM to determine where the city of Posidonis is located, but it should not be more than 50 miles distant from the Tower of Midnight. There should be a path leading from the tower to a main road that leds to this large city.

Once the characters reach the Black Boar Inn, they should give Deos'nt's ring to the large half-orc who tends bar there. He gives them a room and all the food that they need. Deos'nt gets in contact with the characters 2-5 days after they arrive.

During the interval, let the characters explore the city. If they question the half-orc, he tells them that his name is Argon and he is working for the Gray Slayers. If asked, he tells the characters the location of the local black market. It is underground, beneath the inn. There, the characters are able to sell whatever they stole from the tower. They can also buy just about anything they need or desire there.

When Deos'nt arrives, he asks the characters to join the Slayers as permanent members, on request from Rroz and Nuzinor themselves (the two highest-ranking Slayers). If the characters join, it is up to the DM to make up the rest of the information about the guild.

If the characters steal anything from

the Tower of Midnight or kill any Stalker during their escape, the Stalkers comb the area for them. If the characters were so foolish as to reveal their real names to the Stalkers, all of their relatives in their home city will be killed within two weeks of their escape. The Stalkers will not rest until the characters are dead or captured. Stalker agents (located in most local cities) are on the lookout for the characters. This may be used as the basis for future adventures, if the DM wishes.

If the characters did not take anything (except for their own equipment) or kill anyone, the Stalkers search for the characters for six months. After that, they assume the characters have fled beyond their reach.

If the PCs wish, they could even lead an expedition into the tower. Until the Midnight Stalkers are exterminated, the PCs will be plagued by them, unless they travel far beyond the Stalkers' reach. If they change their names and their faces (by surgery or illusion), the Stalkers leave them alone.

Scoring

As a tournament module, there must be provisions for scoring the game. The DM has one vote for each of the best three players. The player he votes best receives 25 points, with his second choice earning 20 points, and his third choice earning 15 points.

The players also vote for the best three players. The player named as best by the vote earns 10 points, the second best earns 7 points, and the third earns 4 points.

Also, the DM has the right to add the following points, depending on the outcome of the adventure and how it was played:

Escaping before the day of execution:	10 points
Rescuing the kobold princess:	5 points
Helping the Slayer prisoner in Cell D:	5 points
Getting into the Stalkers' record room (whether or not any useful information is gained):	10 points
Each Stalker encountered and dealt with without resorting to violence:	15 points

Additionally, the DM may award 1-10 points to any player for exceptional role-playing.

IN THE BEGINNING, THERE WAS

BLACKMOOR!

Four thousand years before the time of the Known World, there was a place called Blackmoor, where wild magic was caught and tamed. Three thousand years ago, Blackmoor drowned in a cataclysm of its own making, machines and magic forgotten even by legend....

...until now. Visit a world from the dawn of time: the BLACKMOOR™ campaign, one of the first DUNGEONS & DRAGONS® game campaigns ever created, written by the co-creator of the game itself: David Arneson!

ADVENTURES IN BLACKMOOR, by David L. Arneson and David J. Ritchie. $10.00 wherever TSR® products are sold.

DUNGEONS & DRAGONS, BLACKMOOR, and TSR are trademarks of TSR, Inc.
©1987 TSR, Inc. All Rights Reserved.

FLUFFY GOES TO HECK

BY RICK REID

Remember Fluffy? The cute little dog? Well . . .

Rick Reid is the creator of "Fluffy-Quest," a series of comical fantasy adventures which has received critical acclaim at several popular game conventions, including the last few GEN CON® Game Fairs. While he admits he once wrote children's stories, Rick is currently working on articles for DRAGON® Magazine (see issue #119) and more tales for DUNGEON™ Adventures.

Fluffy Goes to Heck is a shamelessly absurd AD&D® game adventure for the six silly characters provided on pages 39-40, or 4-6 characters of 3rd-5th level, played by those with senses of humor. A good mix of classes and races is helpful but hardly necessary.

Adventure Background

Something is rotten in the small farming community of Ealow — rutabagas, to be exact. For hundreds of years, the followers of the Vegetable God Succotash have relied on this tiny township to supply them with the choicest rutabagas to use as sacrifices to their leafy god. But the latest shipment, which arrived a few days ago, was wrinkled and sour-smelling. Something had to be done — and quickly.

After a hurried meeting of the church elders, it was decided to send the five (now six) youngest and most expendable members of the cult to Ealow to investigate. Now you stand, outfitted and ready, on the dusty road to Ealow. With a song in your hearts, you prepare to take the first step that will lead to who-knows-what: maybe high adventure . . . or rare and fabulous treasure . . . or hideous, slavering, man-eating creatures . . . "What are you waiting for?" cries a church elder angrily. "Quit daydreaming and get going!"

The two days' journey to Ealow seems to pass in a matter of seconds. Before you know it, you're standing on the outskirts of the town. Something, however, is not quite right. The entire town seems to be encased in a low-lying, dark gray cloud, and nowhere can be found signs of any activity. As you enter the town, you see that the houses all seem deserted, and the shops are closed and boarded up. Just then, a stranger comes strolling toward you from out of the gloom. Dressed in simple pea-

Artwork by Jim Holloway
Cartography by Diesel

Fluffy, Ealow, Penny, and Rembert are characters and places copyrighted by Rick Reid, and are used with permission.

sant garb, he is carrying a long stick over his shoulder. On the other end of the stick is tied a large bandana seemingly filled with various personal items. His face is old and lined with wisdom.

The stranger (AC 10; MV 12"; F1; hp 7; #AT 1; Dmg 1-6 with stick and large bandana seemingly filled with various personal items; AL Grumpy Good) does not greet the party and, if stopped and questioned, replies mainly with curt grunts. He grudgingly reveals that Ealow has been under a series of curses for the last six days, and that he is one of the last people to leave. He does not spare much time for the PCs, as he considers them fools to come to a deserted town. As he walks off, he tells them to go to Mayor Rembert's house behind the town square.

Important: Once the party enters the town, all of the PCs' spells and magical items cease to function because of the *anti-magic cloud* that encases the town of the six curses. This fact should not be apparent unless the party actually tries to use magic or until the characters are briefed by Mayor Rembert. This curse continues until the PCs go underground (point A). Spells cast are not lost; potions consumed may take effect at a later time, whenever the PCs so desire.

As the party heads for the mayor's house, the following scene appears:

In the center of town, directly behind the town square and the statue of the Forgotten Cheesemaker (a man holding a wheel of cheese in one hand and pointing to the sky with the other), is the imposing, two-story residence of Mayor Rembert. The drapes are drawn, and no one is having tea on the front lawn. As you approach the front porch, you see a large, 4'-diameter hole in the yard.

Investigation of the hole reveals a slender, 8' metal chain. One end is tied to a small stake on the lip of the hole, and the other disappears over the edge. Pulling up on the chain reveals a leather collar with a small, gold tag bearing the name "Fluffy." The collar has been neatly severed. The sides of the hole are very smooth, and the bottom cannot be seen. If the PCs test for depth by some means, they discover that hole is about 70' deep.

Knocking on the front door causes it to eventually be opened by a haggard-looking individual wearing a faded and moth-eaten robe. Mayor Rembert (AC 8; MV 12"; F4; hp 32; #AT 1; Dmg by weapon type; STR 18/65, no other stats relevant; AL Awful Good) looks the PCs over with red-rimmed eyes and bids them enter. He ushers them into a comfortable sitting room and, after seating himself, waits for the group to speak. His speech is slow and halting, and he constantly rubs his temples. During the conversation, an erratic, banging noise is heard from an upstairs floor.

With the proper questioning, the party gains the following information from the mayor. Ealow has been under a series of curses which began six days ago. On the first day, a plague of moths descended on the town, chewing holes in every garment in sight. On the second day, the townspeople awoke to find they could only talk backwards. The third day brought a rain of vinegar that pickled the crops, totally destroying the economy. It was then that most of the people started moving away. On the fourth day, all the children in town turned into brats, including Mayor Rembert's once-lovely and well-mannered daughter, Penny. The children ran through the town, soaping windows, stealing apples, disrespecting their elders, and making a general nuisance of themselves.

During the fifth day, all the animals in town grabbed whatever they could carry in their mouths and ran off. For some reason, Penny's little dog, Fluffy, wasn't affected. However, when the mayor went outside that evening to let Fluffy in, he found a large hole in the ground, a severed collar, and no sign of the dog. Finally, today, a strange cloud has settled on the city. The town magician, who had been trying to find the answer to these curses, suddenly found himself powerless. Mumbling something about an anti-magic cloud, he, too, packed up his belongings and left in disgust. As far as the mayor knows, he and his daughter are now the only residents left in town.

Rembert invites the group to look in on his daughter, who is upstairs in her room. Perhaps the PCs can help her or learn something about the curses. He tells them that if they can do anything to help his town, his daughter, and her dog, he will supply their church with free rutabagas for the next 50 years.

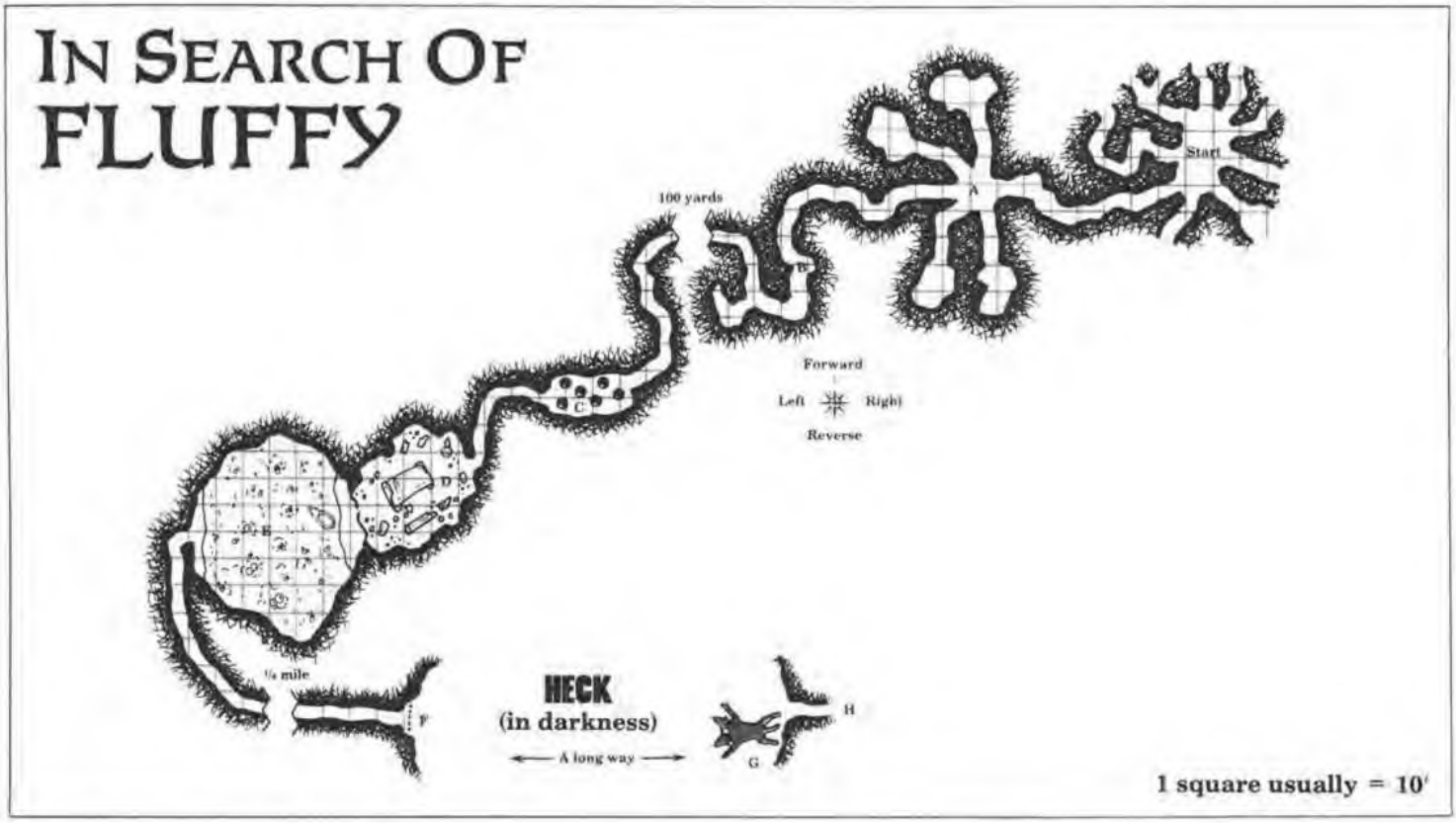
As you climb the stairs, you hear the same banging noise you heard downstairs. It sounds as if something were being thrown against a wall. At the top of the landing, you see a closed wooden door behind which the noise originates.

If the party talks to Bad Penny (AC 10; MV 12"; zero-level human; hp 3; #AT 1; Dmg 1-2 with scratch or bite, 1-2 with thrown wooden block; AL Chaotic Bratty), she sweetly invites them to enter. Whoever opens the unlocked door risks getting hit by a hurled wooden alphabet block. Inside, the room is a shambles. There are holes in the walls, clothes and toys are strewn about, stuffed animals and dolls are ripped to shreds, and various foodstuffs drip from the ceiling. Lying on the rumpled bed in the center of the room is a once-pretty 11-year-old girl. Her nightgown is filthy, and her unwashed blond hair is wild and tangled. She promptly sticks her tongue out at the group and tells everyone to "Scram!"

Bad Penny, the mayor's once-sweet daughter, is under the influence of Darn's curse (see below). She insults the group, hurls things, whines, pouts, throws tantrums, and is a totally obnoxious brat. If the party attempts to restrain or attack her, or after she has the PCs them enough of a hard time, her body suddenly goes rigid and her eyes roll back in her head. A deep, gruff voice issues from somewhere inside her, saying, "The dog is mine. . . . If you want her — GO TO HECK!" Penny then falls into a deep sleep.

When the characters leave the room and comes downstairs, they find the mayor waiting for their report. After they tell him what happened, he again begs them to help, suggesting the answer may lie within the hole outside. The mayor has nothing of use to give the PCs to aid them, and nothing can be found in town, as the townsfolk took most of their belongings with them. As the group prepares to set out, the PCs see the mayor stuffing cotton in his ears and preparing to take a long-needed nap.

The group should now be ready to descend into the hole in Rembert's yard. Refer to the map on page 30 for the following encounters. The upper 20' of a rope may be tied to Mayor Rembert's porch railing if desired.



A. Gopher Madness.

> At the bottom of the shaft, you find yourselves facing a maze of 10'-diameter tunnels. These tunnels have obviously been dug out of the hard dirt by someone or something; the sides are uneven and show signs of large scratch marks. As you look closer, you notice a little wooden sign in the shape of an arrow pointing down one of the tunnels. The sign reads "This Way To Heck."

If the PCs ignore the sign and attempt to investigate one of the other tunnels, they soon find themselves hopelessly lost. These gopher tunnels wind and twist throughout the earth but eventually join with the room at the bottom of the shaft. If the group goes to Heck, read the following:

> After about 60', the tunnel branches into five separate tunnels, each the same diameter. Before you have time to get your bearings, you hear loud scratching noises from four of the tunnels. Suddenly, you find yourselves facing four creatures the size of sheep dogs, each with beady red eyes and foam dripping from its enlarged front teeth.

The Rabid Gophers (AC 7; MV 15"; HD 2+2; hp 10, 12, 12, 14; #AT 2; Dmg 1-4 with claws, 1-6 with bite; AL Rabid Neutral; SA save vs. poison or suffer uncontrollable foaming at the mouth) leap to attack the group and fight until defeated. Any member who is bitten by a gopher must save vs. poison or start foaming uncontrollably at the mouth until such time as a *cure disease* or similar spell can be rendered. No other ill effects are suffered as a result of the bite. If the gophers are defeated and their lairs are searched, there is a 60% chance each person searching finds, (buried beneath the mounds of dead leaves and dried carrot tops), a small, smooth red stone that pulsates with an evil light. An inscription on the stone reads "Made in Heck." These stones, placed here by Darn (see below), affect the behavior patterns of unintelligent animals, driving them into a frenzy and causing them to fight. The party is not affected by the stones. The centermost tunnel continues ahead.

B. Bovine Encounter.

> You travel about 50' down the tunnel when suddenly a strange apparition appears in front of you. A glowing, translucent cow materializes from the left wall, starts across your path, stops in the center of the passage, turns to you, and gives a low "moooooo," then continues to walk through the right wall.

The party has just encountered the Cow Of Ill Omen (AC n/a; MV n/a; HD n/a; #AT 1; Dmg special; AL Udderly Neutral). When the cow moos, everyone must save vs. spells at -3 penalty or suffer the effects of the mooing. If the save is unsuccessful, any food items the PC is carrying immediately rot or sour. The cow cannot be attacked and stays in view for only a few seconds. The cow of ill omen usually appears only when characters have seriously neglected their daily intake of dairy products, which the characters will secretly and shamefully realize.

C. A Sticky Situation.

The tunnel continues for over 100 yards, making several twisting turns and gradually sloping downward. Ahead, you see a roughly oblong-shaped open area about 30′ long and 12′ wide. There are six 4′-diameter holes in the ground, spaced throughout the chamber. A very cloying, sugary smell arises from the holes. On the opposite side of the open area you see a 5′-diameter hole dug into the wall about 3′ up from the floor. There are no other visible exits.

As soon as the PCs step into the area, the vibrations of their footsteps alert the six Gummy Worms (AC 5; MV 9″; HD 6; hp 30, 28, 22, 22, 18, 15; #AT 1; Dmg see below; SA sticky secretion; AL Neutral Sticky) which rise 6′ into the air out of their holes and attempt to "slam" the party. If a successful hit is made, there is a 55% chance that the victim sticks to the worm. Each round after this, the worm slams its captive to the ground, doing 1-6 hp damage until it or the character is dead. Attacks made while stuck to a worm only do half damage. A character with 16 or better strength has a 65% chance to pull someone free from the worm. The worms can be hurt by all normal weapons, but edged weapons do double damage.

In the first round, two worms attack; one worm joins the attack on each successive round. If the worms are defeated and examined, a small red stone similar to the ones found in the gophers' lairs (see above) is found embedded in each of their bodies. The worm holes are over 30′ long and interconnected in winding tunnels. Nothing can be learned by entering them. The only exit out of the room is through the hole in the wall which leads to a downward-sloping tunnel. The group must crawl or crouch to pass through the tunnel, as it is not high enough to permit standing.

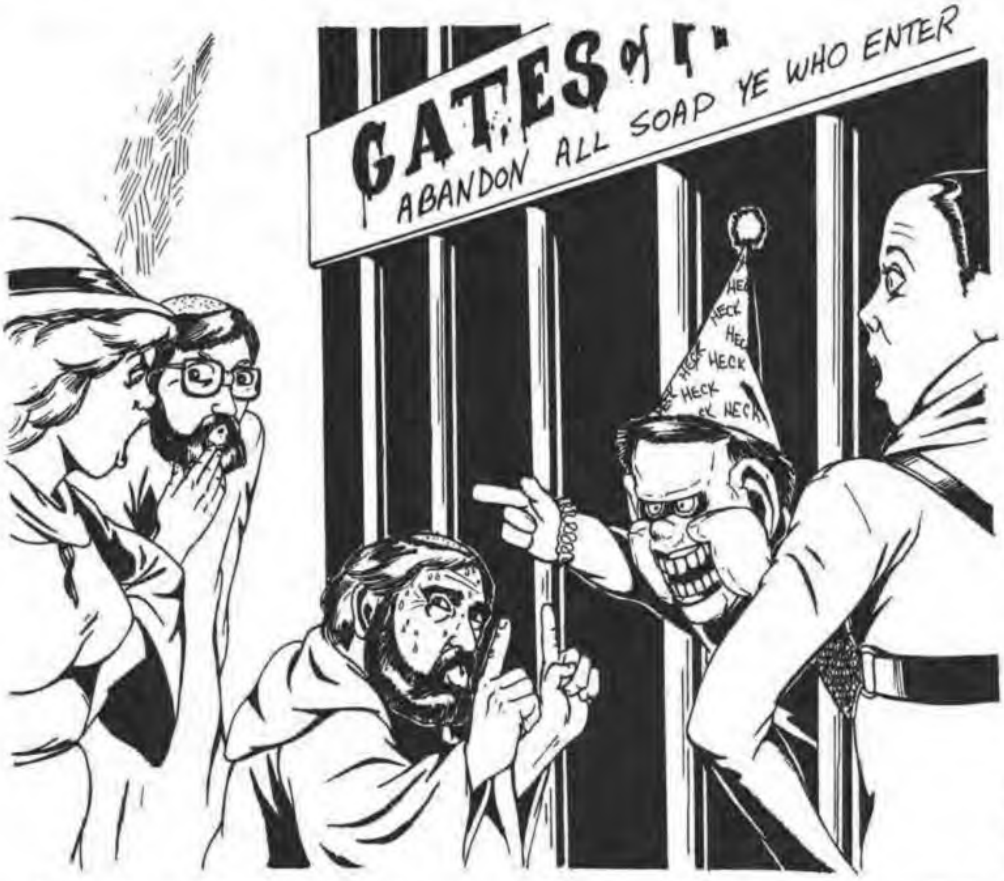
D. Nowheresville

The smooth tunnel continues on a downward slant for about 50′ before opening into a large cavern. Huge slabs of broken rock litter the cavern floor. As you look closer, you see one pile that appears to be some kind of man-made structure.

This is all that remains of the lost city of Nowheresville, the legendary home of the Bongo-Bongos. Many ages ago, a shift in the rock foundation caused the earth to split open and swallow the city, depositing it far underground. Most of the stone structures were reduced to rubble by the fall; however, enough large pieces remained that the once-living inhabitants were able to construct communal living quarters. If the party searches the area, they uncover parts of a broken stone sign that, when pieced together, spell "Nowheresville." If they approach the man-made structure, they hear a soft, insistent "boom-diddy-boom" noise from within.

The noise seems to grow in volume as more drums take up the rhythmic beat. As the hypnotic drumming reaches a crescendo, shadowy figures slowly shuffle out of the stone building. As they approach your group you see that, although they are man-like in appearance, their flesh is gray and rotted, and their clothing hangs in tatters. Each of the 12 creatures wears a round, black cap on its head and two shiny black discs covering its eyes. Pointed goatees jut from the remains of their chins, and around their necks, held by leather straps, hang a pair of small wooden drums played by bony fingers.

When the 12 Beatnik Zombies (AC 8; MV 6″; HD 2; hp 14, 14, 12, 11, 11, 11, 9, 8, 8, 6, 6, 4; #AT 1; Dmg 1-8 with claws; SA bongo drums; AL Like Neutral Man) come within 20′ of the characters, all PCs must save vs. spells or drop whatever they are holding, instead snapping their fingers to the beat of the bongos. Anyone under the spell of the drums is unable to take any other action until the drums are silenced or can no longer be heard. The zombies do not attack the party, but they circle around it. The zombies are looking for an appreciative audience for their "jam session." If they are attacked, they fight back, especially if the attack causes them to lose the beat. If the characters secure a pair of the bongos, they are able to play them, but the PCs do not possess the talent to cause the hypnotic effect.



Inside the stone building are a dozen filthy, threadbare, hemp rugs lying on the floor next to as many stained pewter cups smelling of tea. There is an 8′-tall stone statue in the center of the room. The statue is of a huge eyeball with wings and is entitled "Maynard."

There are no apparent exits out of the cavern unless the characters examine the rock face of the western wall. The stone is very rough and easy to climb for most characters (roll against dexterity or less on 1d20 for a successful climb). Twenty feet above the floor, a large crack in the wall opens into an underground grotto.

E. Bath Time

Through the crack in the wall, you enter an underground grotto approximately 60′ in diameter. Except for the narrow ledge that you are standing on, the area is filled with a pool of some kind of white foamy substance. A faint smell of lilacs arises from the pool, tickling your nostrils. A few feet away from you sits a six-man, yellow raft made of a rubbery material and inflated with air. There is a duck's head on the prow and two paddles resting inside. Glancing up, you see the high domed ceiling is composed of long, sharp stalactites. There is an exit directly across the grotto, but you would have to cross the pool to reach it.

This pool is the home of a Soap Dragon (AC 1; MV 9″; HD 14; hp 58; #AT 2; Dmg 1-4/1-4; SA bubble breath; AL Neutral Squeaky Clean). The pool is covered with a layer of soap bubbles so that nothing may be seen below the surface. Actually, the water is only 6′ deep with a 3′ layer of bubbles. If the group enters the raft and paddles across the lake, the water churns furiously and the soap dragon appears.

The soap dragon's spongy cellular structure enable it to absorb soap scum as food. It also has the ability to change color at will, although it prefers pastel shades. The soap dragon appears very cute and cuddly, but looks are deceiving. It attacks all creatures who invade its bath by squishing them with its soggy fins. Three times per day, the soap dragon can breathe a huge, 6′-diameter bubble. If a successful hit is made, the unlucky creature on the receiving end is trapped inside the bubble and floats away. These bubbles are extremely tough and can withstand 10 hp damage before they break with a loud pop. The soap dragon can be attacked by all normal weapons, but ice- or fire-based attacks do double damage.

F. The Gates of Heck

As you continue your journey, the temperature grows very warm. The air is dry and musty, and breathing is becoming difficult. You trudge onward for what seems an endless distance when you come upon a tall, red, iron gate completely blocking the tunnel. Inscribed on the front of the gate are the words "The Gates of Heck. Abandon All Soap Ye Who Enter Here." There is no visible lock or latch on the gates.

No amount of pushing or pulling opens the gates. The gates are very hot, and any character touching them with bare skin sustains 1-4 hp burn damage. Any attempts to use magic also meet with failure. As the characters ponder their predicament, they see that a 5′-tall wooden figure has appeared on the other side of the gates and is staring at them through the bars. The Puppet of Heck (AC n/a; MV n/a; HD n/a; #AT n/a; AL Chaotic Splintered; SA verbal abuse) is human in appearance, with a permanent sneer carved on his wooden face. If the party talks to him, he asks them why they seek entrance to the Realm of Heck. (All attacks directed against him miss their mark completely.) After they give their answers, he proceeds to insult each character in turn, revealing personal and embarrassing details about their love lives, hygienic habits, etc., punctuating each revelation with a loud braying sound. After he has degraded each member of the group, the puppet yells, "Open 'em up!" and disappears into the air. The gates swing open.

G. The Guardian

Beyond the gates is an area of total darkness. The ground seems to be composed of sand, and walking is very difficult. The air is very hot and

dry, and an all-encompassing feeling of evil invades the marrow of your bones. After you have walked for what seems quite a length of time, you spy a large, fiery glow up ahead.

None of the party's light sources can dispel the darkness. Also, due to the distortion effect here, it is impossible to gauge distance or direction. The fiery glow turns out to be huge burning letters, suspended in mid-air, warning "Beware the Guardian."

In the distance, another fiery sign reads: "Last Chance to Turn Back. The Guardian Awaits." Still further on is yet another fiery sign. This one reads: "The Guardian — Dead Ahead."

Beyond this is a very small sign with a feeble glow. In tiny letters, it reads: "Guardian Wanted. Apply Below." The glow from the sign illuminates a thick iron chain ending in two large studded collars which still encircle the separate necks of the deceased, two-headed guardian dog. The broken necks are bent at opposite angles, as if the creature tried to nip at something on either side of its body at the same time. The body has obviously lain here for several days and is in an advanced stage of decomposition. If the characters examine the collars, they notice the word "Cankerous" engraved on each.

H. The Slide of Death

Only a few feet beyond the guardian, you see what appears to be a huge boulder carved with glowing letters. As you approach, you are able to make out the words "Slide of Death! One Way Journey to Heck! No Return Passes." Looking down, you see that the ground actually does drop off in a long stone slide into darkness.

The end of the slide cannot be seen. Lying next to the boulder are six jute mats. Once the characters sit on the mats and push off down the slide, they are in for the ride of their lives. They pick up speed as the slide makes several hair-raising twists and turns before seeming to shoot almost straight down. They hear horrible shrieks and eerie laughter, and suddenly a large apparition appears directly in front of them.

The group sees each of the following, very real-looking images:

A large demon's head with wide-open jaws;

A giant coiled serpent poised to strike;

A guillotine with a falling blade; and,

A black-robed skeleton swinging a deadly sickle.

Each individual must save vs. paralysis to avoid fainting. Individuals who fail are unconscious for the remainder of the ride.

Finally, after what seems an eternity, the slide levels out and the descent becomes very slow. Abruptly, the slide ends and the party tumbles to the ground, a fall of about 5'. As they pick themselves up and look around, the PCs find they do not feel any pain; in fact, they don't feel much of anything except the oppressive heat and the overwhelming presence of evil. The group now seems to be in a huge room (see the map on page 34).

1. The Waiting Room of Heck

You find yourselves in a square room about 15' × 15' in size. The floor appears to be made of a rough stone, but the walls and ceiling are composed of shimmering sheets of flame. There is a large, black stone desk in the center of the room with some books on top. Six black stone chairs line the walls.

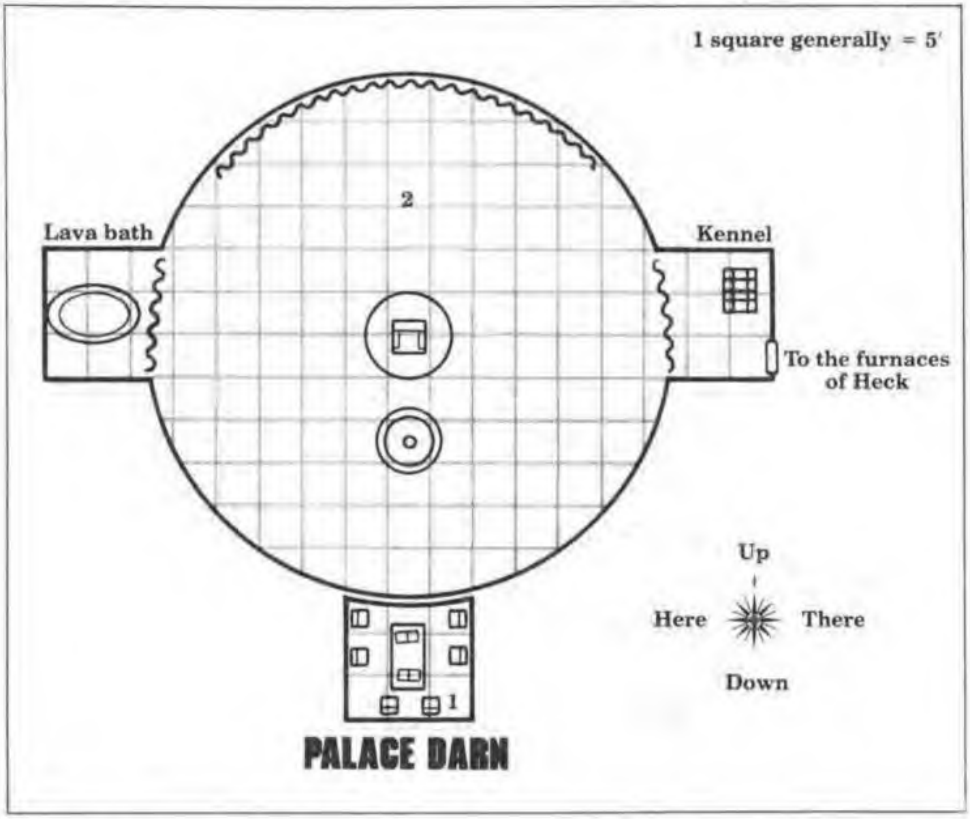
Important: From this point on, none of the magical items brought by the PCs will function, until such time as the items are allowed to function by Darn (see below).

On the desk is a number pad with each page numbered "999." There is also a leather-bound book labeled "Reservations." The name of each party member is listed in the book. The desk has one drawer, inside of which is a very old book whose title can barely be read. This is the *Heckronomicon,* written in a very ancient and obscure language that is indecipherable to the party. It is a history of all the devils of Heck and their bad habits. Those foolish enough to touch this book must save vs. spells or their fingers turn permanently black.

Before you have time to get better acquainted with your new surroundings, a monstrous creature steps through the wall of flames to greet all of you.

This creature is Darn himself (AC −4; MV 15"; HD 12; hp 91; #AT 1; Dmg 2-16 with fist or 3-36 with trident; SA spells; SD +3 or better magical weapon to hit; AL Lawful Nasty). He's fully 8' tall, very fat, and has bright red skin. On his head are two sharp, white horns. His eyes are yellow and catlike. On his chin is a pointed goatee. His fingers end in long, curving claws, and his feet are actually cloven hooves. He has a long tail ending in a point, carries a wicked-looking trident, and wears a huge white diaper.

Darn loves to lie, cheat, and cause pain and suffering; those are his good qualities. As ruler of Heck, he must be within 500 yards of his throne at all times, or he runs the risk of losing it to one of his lieutenants, who are always plotting against him. Darn's trident is a symbol of rulership and a very wicked weapon. It can shoot arrow-shaped flames three times per day, doing 3-36 hp burn damage to anything in the area of effect (3' × 30' path). In addition, Darn can also use the following spells once per day at the 20th level of ability: *affect normal fires, burning hands, bind,*



continual darkness, detect good, flaming sphere, locate object, fireball, dimension door, enchanted weapon, fire shield, wall of fire, and *phantasmal force.* He is also able to summon from 2-24 little devils (see page 38) whenever he wishes.

"Welcome to Heck" the creature hisses evilly. "I have been expecting you. I am Darn, Supreme Ruler of All Things Gross, Lord of Heck and its Environs. You have done well. The Church of Succotash has seen fit to send its best, I see. Well and good.

"Now, down to business. The dog Fluffy is here, of course. She should be nearly ready by now to assume the position of Guardian, which was recently vacated. But let me tell you why I have sent for you. Oh, yes — the curses upon Ealow were merely a ruse to get the Church of Succotash to send its champions to investigate.

"But, please, come into my palace and make yourselves comfortable. I have a little proposition for you."

With that, Darn turns and, with a wave of his hand, causes the wall of flame to part. He strolls through the opening without a backward glance at the group.

2. The Throne Room

On the other side of the wall of flame is a huge, circular, domed chamber. On a raised platform in the center rests a throne composed entirely of mirrors. A fountain in front of the throne shoots black flames into the smoky air. On the curved wall behind the throne is a set of long, drawn, black drapes. Carved into the walls are representations of Darn committing every naughtiness imaginable — some of them twice. The room is filled with hordes of wicked-looking little creatures, miniature representations of Darn, who are fighting and gibbering among themselves.

With a wave of his hand, Darn commands "Silence!" Instantly, the creatures stop their bickering and stand at attention. Darn then strides purposely to the throne and seats himself with a flourish. With a crook of his finger, he beckons you to approach the throne.

"A demon expelled from the plane of Blazes recently sought sanctuary with me," he says, fixing you with his piercing look. "I graciously allowed him to remain here and serve me, but he has chosen to repay my kindness by plotting to overthrow me. This malcontent's name is Jujubee. Since I must remain here and guard my throne from all these other ambitious creatures who would not hesitate to usurp my rulership, I would like for you to travel to Jujubee's realm, steal his amulet (with which I will be able to control him), and bring it back to me.

"If you are successful, I will remove the curses from Ealow, turn Fluffy over to you unharmed, and give you and the dog safe passage out of Heck. I will find another Guardian elsewhere and never bother Fluffy again. Of course, you do have a choice. If you choose not to accept my offer, you will all become my permanent guests and be given the task of stoking my furnaces for all eternity. Do you agree?"

If the characters agree to the proposition, Darn allows them to retain one magical item each for the mission. Spell books count as one magical item; Darn can cause a character to regain any new spells desired (if the PC has depleted his supply of spells). Darn cannot allow the characters any more than this because Jujubee is very sensitive to magic and (he says) would be able to sense the characters' presence before they arrived. None of these magical items have any effect on Darn if the party tries to use them against him.

Of course, Darn has no intention of keeping his word. He is happy with his new guardian and plans to use the party members as slaves to stoke the fires of Heck upon the PCs' return.

Once the characters have made their choices, Darn rises from the throne and opens the thick draperies to reveal a 7'-high, 10'-wide curved smoked glass.

Below the glass are two knobs: one labeled with arrows pointing left and right, the other with arrows pointing up and down. Darn begins fiddling with one of the knobs. The glass clears, and scenes of horror and desolation appear.

The glass is Darn's *magical mirror.* By turning the knob, he can view different areas of Heck. He can also turn the up/

down knob and view things happening in the upper world. The following scenes whiz past on the screen as Darn attempts to focus on Jujubee's lair.

1. A large frying pan hovers over a roaring fire. Thousands of creatures can be seen inside the pan, hopping around and yelling.

2. A small collapsed wooden stand appears that has obviously been in long disuse. A sign hanging from the front says "Ice Water."

3. An area of several deep, black holes comes into view. Hands extend from the holes, waving and making obscene gestures.

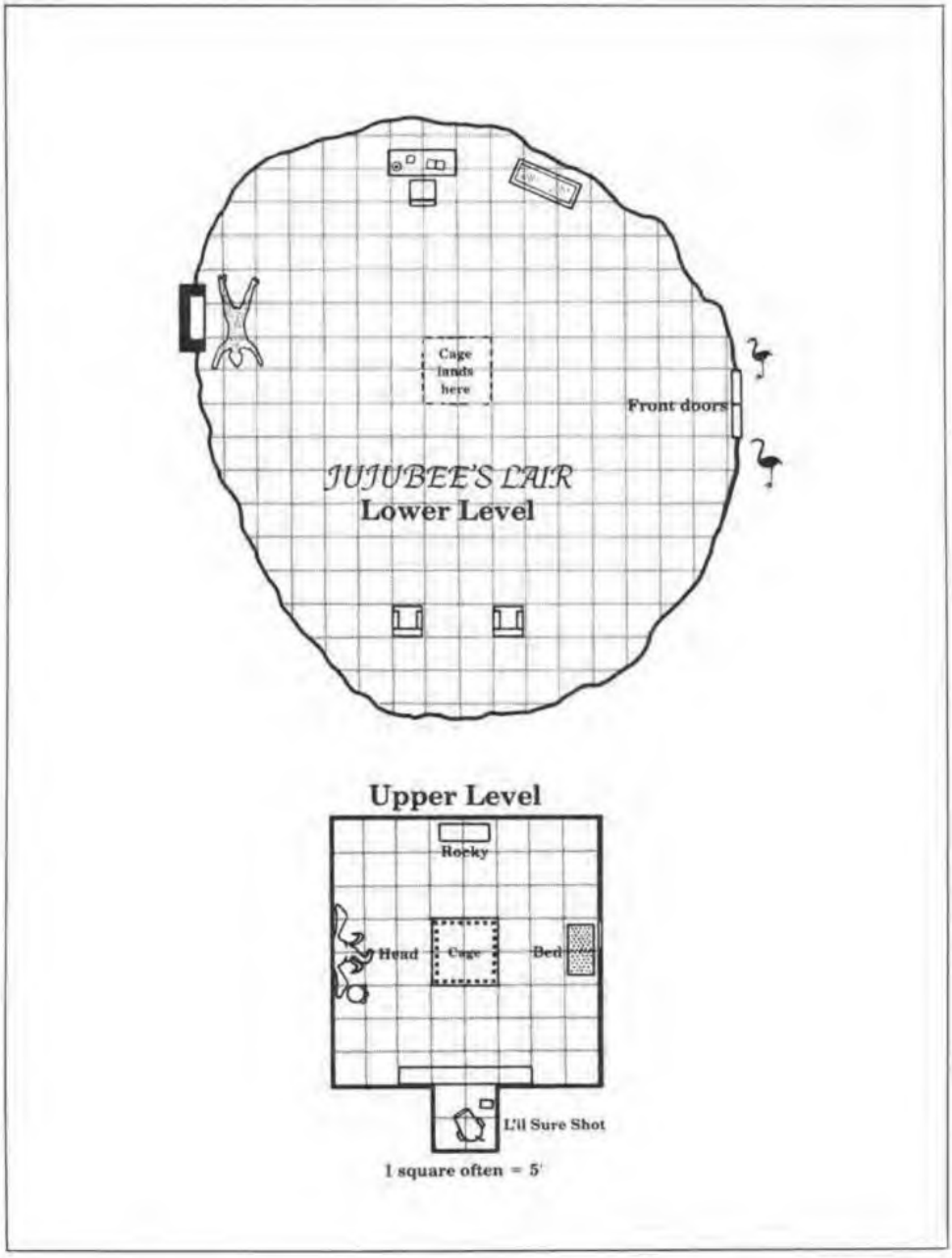
4. A range of tall craggy peaks is seen. A line of creatures rolls boulders up the sheer face of one particularly steep hill to its pointed top. Another group of creatures on the other side is waiting to catch them and roll them back.

The image in the mirror focuses in the center of a range of craggy hills. The earth is cracked and blackened, and small pits of fire and lava dot the landscape. The air is filled with soot and colored a sickly yellow. Darn gives the knob a very slight adjustment, and the picture zeros in on two slender black peaks.

"There it is," he snarls, turning to you with eyes ablaze. "Don't mess this one up; just go get him!" With those words, he stands back and gestures to the mirror. "Just walk into the glass, and you will be transported to that sleaze's lair. I'll be watching, and when I see you come out with the amulet, I'll bring you back here. Now go!"

3. The Lair of Jujubee: If the party goes through the glass, the following information is read.

As if by magic, you find yourselves standing at the base of two tall, black peaks that vaguely resemble horns. The area around you is rocky and desolate, and the air is thick and sulfurous. In front of you, at the base of one of the peaks, you see a yellow stone door. Above the door, painted in large, pea-green letters, is the word "Jujubee." There are several small stone statues scattered about the entrance: four long-necked pink birds, a humanoid creature dressed in a jaunty cap and jacket holding out a brass ring, a miniature well, and a smiling frog sitting on top of a mushroom.



The statues are ornamental only and serve no real purpose. If the characters examine the door, they find that the latch is shaped like the posterior of a mule, with the curved tail serving as a handle. The door is not locked and can be easily pushed open. Once the door is open, all characters looking inside must immediately save vs. poison or be overcome by nausea and dizziness for 1-6 rounds as a result of viewing the inner chamber.

Your eyes and stomach are brutally assaulted by the sight in front of you. You are looking into an 80'-diameter cavern. The walls are painted with a pattern of lavender and lime-green polka dots; the floor is a gaudy orange, pink, and maroon plaid. As your throbbing brains compensate for this mockery of color combinations, you see on the wall directly in front of you a large stone fireplace

composed of red, blue, and black mosaic stones. There is a block of melting ice in the opening. Lying in front of the hearth is a mangy ape-skin rug. To your right are two over-stuffed chairs; one is covered in zebra skin, the other in leopard skin. Over the chairs are two velvet paintings of children with huge eyes. Against the left wall is a writing desk containing several books and writing instruments. Next to the desk is a glass-fronted wooden trophy case.

On top of the desk is a large ostrich-plume pen and a bottle of gold ink. An open book entitled *Dear Diary* has several pages missing. The remaining pages are blank. There are five additional books stacked on the desk between a pair of bookends shaped like mooseheads. The books are:

1. *Bad Food,* a cookbook of disgusting recipes complete with pictures.
2. *Decorating Dos and Don'ts,* a manual of decorating tips with all the "dont's" underlined.
3. *Darn It All,* an autobiography of Darn filled with pictures of Darn from childhood to adulthood. In each picture, he is doing something naughty or perverse. The writing is indecipherable.
4. *Allergik de Magik,* a self-help book for those suffering from allergies to magic. The writing is indecipherable.
5. *Bad taste,* a picture book of cheap and trashy dress.

The glass case contains the following objects:

1. A gold trophy cup inscribed "World's Greatest Liar."
2. A crude picture of Darn with darts sticking out of it.
3. A little doll with a big belly and orange hair, labeled "Rub Me For Luck."
4. A mummified chicken foot.

After the party has spent some time examining the room and its contents, the characters hear loud grinding and creaking noises coming from above them. Looking up, they see a 10′ × 10′ steel cage descending on a rope from a hole in the ceiling.

As the steel cage comes to rest in front of you, you see that it contains a tall humanoid creature. The cage door begins to open.

Allow the characters one round to take whatever action they wish.

From out of the cage steps a person dressed in a chartreuse, wide-lapelled demon's cape shot through with violet and tangerine lightning bolts. Beneath his cape is a peach crushed velvet shirt with alternating canary and midnight-blue diagonal stripes. His wide-bottom camouflage trousers complement the rest of his ensemble. On his feet are silver shoes with 3″ soles and 4″ heels. The being's face has a set of dark spectacles which cannot hide his long, greasy black hair and his piercing red eyes. As he extends a pale hand, adorned with long black fingernails, he greets you with the words, "Welcome. I am Jujubee."

If the PCs are paying attention, they notice that Jujubee (AC −2; MV 12″; HD 8; hp 58; #AT 1; Dmg 2-12; AL Chaotic Tacky; SA spells; SD *aura of bad taste*) is sniffling and his eyes are watering, despite the allergy medicines he has taken. He is very allergic to any type of magic except "safe magic" which he has developed for his own personal use.

In combat, Jujubee attacks with his long, painted nails. He may also use each of the following spells (at the 15th level of ability) once per day: *magic missile, protection from good, read magic, detect magic, know alignment, scare, taunt,* and *shape change* (to any humanoid form). He continually radiates an *aura of bad taste* in a 20′ radius, causing all creatures to fight at −1 because of the queasy feeling generated (no save).

Jujubee does not let on that he knows the reason for the group's visit, and he invites the PCs to enter his cage so that he can show them his "lab." A large blue lever inside the cage may be pushed up to make the cage rise or down to make it descend. If the characters attack Jujubee here, they should be able to operate the cage on their own.

4. The Lab

On the upper level is a 40′ × 40′ room. The ropes which operate the cage run through gears and pulleys mounted on the ceiling. There is an 8′-long wooden table against one side of the room. Lying on the table is a human-shaped form covered by a sheet. The opposite wall of the room is lined with shelves filled with jars and bottles containing various powders, potions, and other slimy and gooey substances. There is a bed of nails against another wall with a shuttered window above it. Mounted on the remaining wall is an elephant's head with a gaudy flowered robe hanging from the truck. Below the head is a stand made from an elephant's foot containing a paisley-print umbrella.

Jujubee begins raving to the party about how he was unfairly treated by that "brute" Darn ever since he arrived in Heck. He whines about the fact that a creature of his delicate taste and upbringing was stuck away in this lowly spot instead of being placed in a high position in the palace where he belongs, telling the party that he is going to get his revenge by killing Darn and taking over Heck. He invites the party to uncover his great "masterpiece" on the table, the means he has devised for defeating Darn.

Lying on the table is an 8′-tall stone statue of a heavily muscled man. He is wearing stone shorts and oversized stone gloves. Carved on his chest is a red circle containing the likeness of Darn's face with a red slash through it.

Jujubee invites the party to examine his creation, pointing out the superb craftsmanship. While the characters are examining the statue and their attention is diverted, Jujubee attempts to retrieve a case (see below) from under his bed and use the scroll within to animate his statue. If the characters do not comply with his wishes or seem to be watching his movements, he attacks them outright, using every means at his disposal to render them unconscious but not to kill them. He needs them alive to "fuel" the statue.

If the group is fighting Jujubee, there is a 45% chance per round that his costume is cast in disarray, revealing a round yellow medallion hanging from a chain around his neck. The medallion, resembling a crude smiling face with its tongue hanging out, is labeled "The Tasteless One." If someone can grab the medallion, rolling a hit against AC 2, Jujubee immediately stops fighting, goes rigid, extends his arms and says,

"Yes, Master." He can then be commanded to do whatever the party wants, and he will reveal the location of his secret chest. If Jujubee is "killed," he is immediately *teleported* back to his home realm of Blazes, and the player characters will have to discover the location of the secret chest on their own.

Under the bed of nails is a small, pink ivory box carved with likenesses of mermaids and sea horses. Inside are a lead scroll case, a pair of rubber gloves, a few pages with scribbled notations, a brass key, and a jar of butterscotch candy. The pages, in Jujubee's own handwriting, were torn from the diary and hidden so the party would not read them. They read as follows:

That Darn thinks he's so hot. Won't he be surprised when I kill him and take over the Palace for myself. Of course, the first thing I must do is redecorate.

Finally finished my creation, which I call "Rocky." What a hunk. Look out Darn! Now I just need some "volunteers" to power it while my superior intellect provides the control.

Horrors! Darn has learned of my plans! My spies tell me that he is going to try to trick some "goody-goodies" from the upper world down here to try to defeat me. Fat chance!

Well, it looks like he found his suckers. Of course, he had to kidnap a harmless little dog to get them here. What a creep. He'll probably give them that old song-and-dance about giving them their freedom if they help him. Well, if they're that stupid, they'll be perfect for my plans.

The scroll case contains the *flesh to Rocky* spell (see page 38).

If the party examines the shelves of jars and bottles, they discover that one end is hinged and the entire works swings out, revealing a hidden door with a keyhole. If the brass key is inserted into the hole, the door opens into a 6′ × 6′ closet. Inside is an object that looks like a 3′-wide, large-mouthed metal pot mounted on two wheels. Next to this contraption is a cloth backpack. This device is Jujubee's means of transportation to Darn's palace. An engraved plate on the object reads "Li'l Sure Shot — Acme Catapult Co." On the backside of the object are a lever and a length of thick rope. A piece of paper tied to the rope reads: "Instructions: 1. Pull lever to cock. 2. Set angle. 3. Load. 4. Pull rope to fire."

Above one of the two wheels is a pointer and several numbers. The body of the device can be tilted to correspond to one of the numbers; however, Jujubee already has it set for the correct angle to Darn's palace. The device is spring-loaded, and once the lever is pulled back and something is loaded in the mouth, pulling the rope releases the spring, sending the object hurling into the air. The backpack contains a huge piece of silk cloth tied to the pack by sturdy strings — a parachute, quite useful in getting to the ground in one piece.

The characters now have a choice. They can exit with the amulet and let Darn *teleport* them back — or, they can animate the statue and hope that Darn brings them back. However, once Darn sees the statue, he will not bring the group back until the spell duration of *flesh to Rocky* is over. Although Darn cannot see into Jujubee's lair with his mirror, he would surely suspect something if he saw a stone statue strolling out the door.

The ideal solution for the characters is to open the window (which reveals Darn's palace in the distance), roll the cannon in front of it, quickly animate the statue, don the backpack, climb inside, and pull the rope. There is only room inside the barrel for the statue. If the PCs try to make Jujubee go with them, he pretends to resist. If they include him in the spell anyway, he has a chance of gaining control of the statue through normal initiative checks. Once this occurs, his superior intellect and demonic status will prevent any further such checks, leaving him in control. He will then do as he pleases until the spell ends, at which time he will appear with his amulet on his person again (if it was lost).

A magic-user (or demon or devil) must read the *flesh to Rocky* spell to animate the statue. When he does, the characters find themselves lying on the table, inhabiting the body of the stone figure. Their entire physical and mental forms become part of the statue. One person, however, should be chosen to command the actions.

5. Return to Darn. If the party quickly animates the statue, climbs into the cannon, and pulls the rope, remembering to wear the parachute, the characters are shot out the window on a

Flesh to Rocky (Alteration)

Level: *8*
Range: *Special*
Duration: *15 rounds*
Area of Effect: *Special*
Components: *V, S, M*
Casting Time: *2 segments*
Saving Throw: *None*

Explanation/Description: In order to use this spell, a statue of a 6'-tall humanoid must first be carved out of granite. The statue must then be sprinkled with a mixture of wormroot, wildroot, and beerroot, and decorative writings and drawings may be added to the statue as desired, without affecting its performance.

When the spell is cast, up to six intelligent creatures within a 20' radius of the statue (including the caster, if he or she so desires) have their bodies and spirits transferred into the body of the statue. The statue responds each round to the commands of any of the inhabitants with regards to movement, attacks, etc. (however, see below). If two or more conflicting commands are given, initiative among those giving the commands must be rolled (with all ties broken by rerolls) for control each round. When attacking with the statue, everyone involved rolls to hit with a +4 magical bonus. The highest roll is then used as the attack roll. If a successful attack is made, everyone rolls 1d6 for damage, and the results are added together to determine the amount of damage done by the statue's blow. The statue can attack only once per round, and it has a movement rate of 12".

After 15 rounds (or sooner, if the caster desires), the participants return to their normal forms, and the statue reverts to lifeless gravel. A new statue must be created for each subsequent use of this spell. The statue is AC 0 and can take 76 hp of damage before being destroyed. If the statue is destroyed while animated, everyone inhabiting the statue is killed. The statue's magic resistance is 65%. Any one of a number of spells or attack forms may damage the statue (*stone to flesh* makes the statue AC 10 permanently, for example, and *rock to mud*, if the magic resistance roll fails, destroys it). The statue has a saving throw against various other attack forms as per hard metal (see the *DMG*, page 80). Damage taken by the statue is not transferred to those who inhabit it, so everyone inside it may be reformed whole and well when the spell ends.

If a demon or devil casts this spell, he may control the animated statue with ease, without regard to the wishes of those trapped within, until the spell's duration ceases.

course to Palace Darn. The entire trip takes three rounds, leaving 12 rounds to defeat Darn. If the PCs choose to trust Darn and let him *teleport* them back to the palace, he is waiting inside with thousands of Little Devils (AC 6; MV 9"; HD 2; hp 10; #AT 1; Dmg 1-4 bite or 2-5 trident; AL Chaotic Pesty) who proceed to overwhelm the characters, capturing them and consigning them to an eternity in Heck as furnace-stokers and pin cushions.

As you begin the descent toward Palace Darn, your knapsack bursts open and a wide square of silk, tied to the pack, unfurls. As the wind catches the silk, you come in for a slow and gentle landing on the palace grounds. You see the ruler himself standing in front of the palace door, dressed in full armor made of bone and surrounded by a large group of 2'-tall Little Devils. As soon as you land, he strides over to you and demands the medallion, pointing his trident in your direction to emphasize his point.

In order to defeat Darn, the players should decide on the type of attack to be used (right punch, left jab, uppercut, etc.), with one person calling out the attack. If Darn is reduced to 5 hp or less, he is knocked out.

The *flesh to Rocky* spell lasts for 15 rounds. Once the duration of the spell has run out, the party members find themselves back in their own bodies, and the stone figure crumbles to the ground.

Darn's hit points can be raised or lowered as needed to make the fight more interesting. One way or the other, he should be KO'ed before the tenth round. When this happens, all the Little Devils begin fighting among themselves for possession of his crown and trident. They pile on Darn's body and bite him, pull his hair, jab him with their little forks, and gibber madly.

Fluffy is located within Darn's palace in the kennel area. At the moment, she is not caged, as Darn planned on using her as a back-up in case of attack. If the PCs start to search the palace, the following takes place:

As you begin a search of the palace, you hear a low, unearthly growl behind you. Turning, you see a large, coal-black hound, hackles raised and muscles bunched, ready to spring in your direction. Its eyes burn a bright red, and saliva drips from its bare fangs. Before you can react, it leaps for your throats.

In mid-leap, the dog transforms into a small, fluffy white pup and lands harmlessly in the arms of one of the characters. This is Fluffy, freed from her curse by Darn's indisposition.

If the characters examine the *magical mirror*, particularly the control knobs, they find that by turning the one with the arrows pointing up and down, they can focus on the front yard of the mayor of Ealow. The PCs may stop the picture here and step through the screen with the dog. They may also take the amulet of Jujubee if they choose, but it has no power in the upper realm.

A Happy Ending

As if by magic, you find yourselves standing in front of the mayor's house in Ealow. The sun is shining, and the sound of chirping birds fills the air. As you watch in amazement, the hole in front of you seals itself up, and flowers spring up in its place. You hear happy cries of "Fluffy! Fluffy!" as a young blond girl with rosy cheeks bursts from the house and grabs the wiggling pup from your arms, snuggling it while it happily licks her face. As the mayor strides from the house to shake your hands, you hear the sounds of laughing and singing behind you as the townspeople come streaming back into the village.

After hearty congratulations and much praise from the villagers, you turn to leave, catching a glimpse of little dog Fluffy out of the corner of your eye. As the young girl turns to enter her house, the dog's eyes seem to burn bright red for a moment, and its snout twists into an evil grimace.

Shuddering, you blink and look again, but all you see is a normal dog happily licking its mistress's face. Just a trick of the light, you think. This has to be —

The End

(. . . or is it?)

WOK

5th-level Illusionist
Male Human

Strength:	14
Intelligence:	16
Wisdom:	12
Dexterity:	16
Constitution:	14
Charisma:	9
Comeliness:	6
Hit Points:	16
Armor Class:	8
Deity:	Succotash
Alignment:	Chaotic Neutral

Possessions: *wand of enemy detection, ring of swimming,* flowing robe, leather sandals, rusty dagger, teakwood staff, 1 lb. radishes, rope belt, three cloth pouches, three flour sacks, flint and tinder, six candles, mustache wax, one gallon of apple cider in wineskin, 200 gp.

Spells:
First level: *detect illusion, detect invisibility, read illusionist magic, gaze reflection*
Second level: *detect magic, magic mouth*
Third level: *non-detection*

Not much is known about the mysterious Wok, as when he does speak, it is usually in riddles. Wok tends to hold himself aloof from other members of the human race, believing everything he says and does to be of a most profound nature. He is extremely vain of his long, thin mustaches.

BIRDSEYE

5th-level Druid
Male Human

Strength:	15
Intelligence:	14
Wisdom:	14
Dexterity:	15
Constitution:	13
Charisma:	18
Comeliness:	17
Hit Points:	33
Armor Class:	6
Deity:	Succotash
Alignment:	Neutral

Possessions: *ring of warmth, alchemy jug,* light blue cloak and hood, leather moccasins, leather armor, rosewood shield, polished hammer, big stick, sling and 10 pretty stones, garland of flowers, bunch of carrots, one gallon of spring water in skin, six homemade torches, two small pouches of seasoning, 120′ rope, 160 gp.

Spells:
First level: *predict weather, purify water, speak with animals, locate animals, faerie fire, shillelagh*
Second level: *locate plants, create water, goodberry*
Third level: *water breathing, tree*

Birdseye is a very happy-go-lucky fellow. He loves nothing better than to frolic in the woods among the flowers and birds, most of whom he knows by name. Possessed of impeccable manners, he always respects his elders and washes his hands before eating.

FONDUE

6th-level Magic-User
Male Human

Strength:	10
Intelligence:	17
Wisdom:	11
Dexterity:	16
Constitution:	15
Charisma:	7
Comeliness:	8
Hit Points:	22
Armor Class:	8
Deity:	Succotash
Alignment:	Chaotic Good

Possessions: *ring of water walking, boots of speed,* ill-fitting clothes, threadbare robe, three pairs socks, string (on finger), knurled staff, head of lettuce, pots and pans, empty water skin, six mismatched daggers, three large motheaten sacks, pen, ink, parchment, 190 gp.

Spells:
First level: *comprehend languages, detect magic, identify, message*
Second level: *fool's gold, detect evil*
Third level: *dispel magic, tongues*

While Fondue has an excellent memory in regard to spells, he has a hard time remembering anything else. He has yet to tell a joke all the way to the punchline, and if he manages to wear matching socks, it's by accident. He tries to be one of the guys . . . sometimes too hard.

OKRA

5th-level Cleric
Female Human

Strength:	16
Intelligence:	12
Wisdom:	18
Dexterity:	14
Constitution:	16
Charisma:	17
Comeliness:	13
Hit Points:	41
Armor Class:	4
Deity:	Succotash
Alignment:	Lawful Good

Possessions: *potion of dragon control, cloak of the manta ray,* nice chain mail, good shield, marvelous mace, cute staff, neat holy symbol, five vials of fine holy water, nifty lantern, five vials swell oil, great backpack, sharp outfit of clothing, two week's tasty food, 160 gp.

Spells:
First level: *bless, ceremony, create water, purify food and drink, penetrate disguise*
Second level: *speak with animals, know alignment, enthrall, holy symbol, messenger*
Third level: *create food and water, speak with dead*

Although not many realize it, Okra used to be one of the infamous Muskrat Sisters, a group of women who plied their trade on rafts in the Wet River. Although now totally reformed since joining the Church of Succotash, she sometimes inadvertently slips into some of her old habits and speech patterns.

KOHLRABI

5th-level Cleric
Female Human

Strength:	10
Intelligence:	15
Wisdom:	17
Dexterity:	13
Constitution:	10
Charisma:	5
Comeliness:	6
Hit Points:	33
Armor Class:	4
Deity:	Succotash
Alignment:	Lawful Good

Possessions: *potion of diminution, potion of sweet water,* functional chain mail, sensible shield, useful hammer, proper holy symbol, five vials tasteful holy water, clean bandages, outdated backpack, polished silver mirror, a week's nutritious food, practical clothing, 90 gp.

Spells:
First level: *create water, resist cold, remove fear, detect evil, detect magic*
Second level: *withdraw, snake charm, detect life, holy symbol, speak with animals*
Third level: *feign death, speak with dead*

Prim and proper Kohlrabi believes that the church officials should be more selective in whom they admit into their ranks. She is very tight-lipped, frugal, and always wears sensible shoes.

KUMQUAT

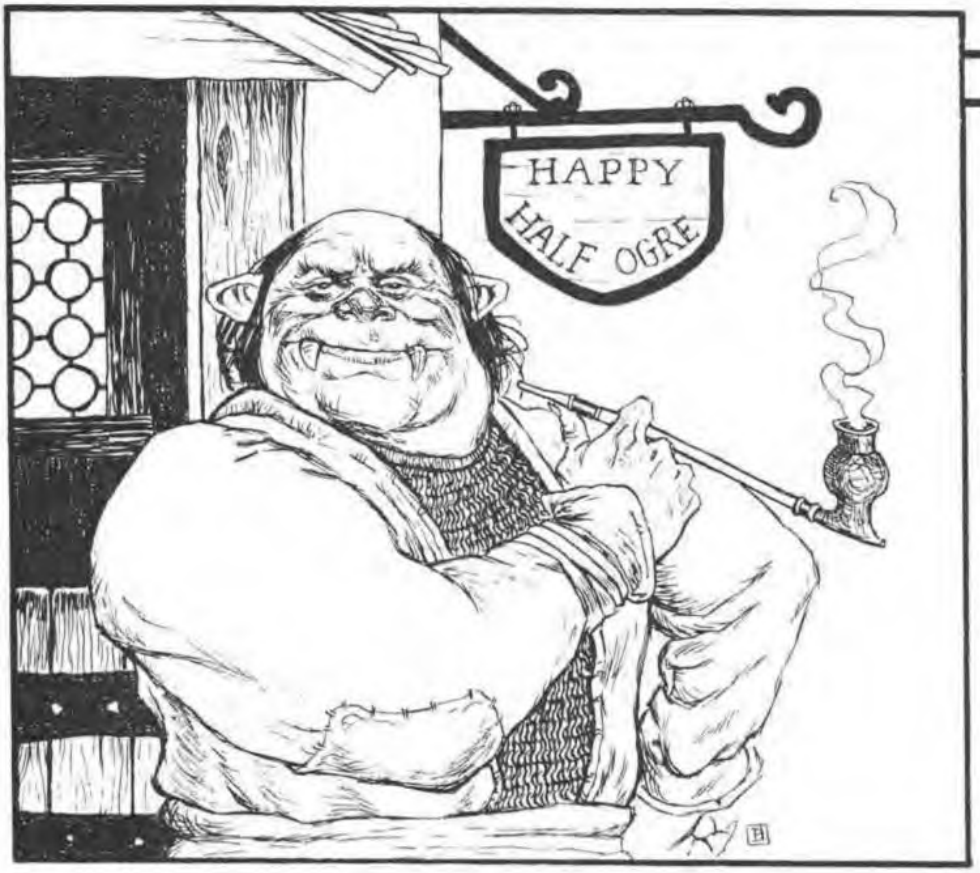
3rd-level Magic-User
Male Human

Strength:	10
Intelligence:	15
Wisdom:	10
Dexterity:	14
Constitution:	13
Charisma:	7
Comeliness:	7
Hit Points:	10
Armor Class:	10
Deity:	Succotash
Alignment:	Chaotic Good

Possessions: *wand of magic detection, eversmoking bottle,* hand-me-down clothes, bathrobe with name stitched on back, slingshot, 20 clay marbles, six peach pits, 1 oz. chewing rubber, home-made painted wand, five kitchen knives, three gunny sacks, one dead worm, 49 gp.

Spells:
First level: *find familiar, write*
Second level: *stinking cloud*

While not an official party member, Kumquat was able to join the group as a result of a marathon session of pleading, begging, and whining to his big brother, Fondue. Kumquat is not really a bad kid, but he does have a tendency to get underfoot at times, and his desire to imitate his big brother has gotten him into trouble more than once.



TROUBLE AT GROG'S

BY GRANT AND DAVID BOUCHER

A little beer, a little trouble, a little party on the rubble

Artwork by Daniel Horne
Cartography by Diesel

Grant and David Boucher, whose first module appeared in DUNGEON™ issue #1, are now students at the University of Florida in Gainesville. Grant is now an English major with a minor in physics; his favorite hobby is writing to magazine editors who fail to write back. David still likes half-ogres and looks forward to being paid for this module.

Trouble at Grog's is an AD&D® game adventure designed for 1st-level characters with little previous experience. No evil characters are recommended for use in this module. Half-orcs and half-ogres might be particularly welcome here, and racially tolerant PCs would help the play of the adventure greatly. Detective work is necessary for successfully resolving the problem confronting the townspeople, and a good mix of races and classes is advised.

Adventure Background

Dagger Rock has always been a quiet, peaceful town — that is, until recently. Six months ago, a half-ogre named Grog decided to settle down here and build his now-famous Happy Half-Ogre Inn and Tavern. Grog's is known for its food, hospitality, and — above all — its extremely low prices. Grog's doesn't discriminate in the least and has, therefore, become a meeting place for half-breeds, adventurers, and other seedy sorts.

At first, most people in the town appreciated the new business and welcomed Grog and his friends with open arms. However, a recent crime wave has struck Dagger Rock, and there is growing concern that Grog or the company he keeps is responsible. Many wild rumors are floating around town, and opposition to the newcomers is becoming greater by the day. A town council meeting has been called for one week after the party arrives, to decide the fate of Grog's establishment.

For the Dungeon Master

It is ideal that the party meet for the first time one evening in Grog's tavern. This is, of course, not completely necessary. In any event, the adventurers should possess little or no experience, no magical items, and very little gold on hand. The party should contain at least one thief or ranger, and lawfully aligned characters should be allowed some latitude when dealing with espionage,

breaking and entering, etc. If necessary, Sidon Bearclaw, the captain of the guards of Dagger Rock (and Grog's closest friend and former adventuring companion), can give the party permission to "investigate" in his name, within reason.

If the party contains a half-ogre or a half-orc, the DM should adjust reaction rolls within the town of Dagger Rock accordingly. For example, any interviews with Grog's half-breed help should go much smoother, while any of the "unfriendly to the newcomers" townspeople become very difficult to deal with.

The party may split up to seek employment in the town in order to gain information and clues, and the DM should allow reasonable plans a good chance for success. Remember: The object of the adventure is to have fun while achieving the mission's goal. With luck, the party might catch the thieves and uncover the plot in only one game day, or they may still be looking even as Grog has begun to pack his bags. The DM should feel free to add to the town, characters, and atmosphere with his or her own creative touch.

Dagger Rock

The town of Dagger Rock boasts a growing population now in excess of 200 inhabitants. It owes its name to a strange rock formation, in the middle of the Silverfish River on the northeastern edge of the town, which markedly resembles a very large stone dagger stabbed straight into the heart of the stream. Most of the townspeople make their livings by selling and bartering their goods and services to others in the town. Some sell their crops (mostly grains) to the cities in the south. Sometimes, a small barge or ship stops at the docks, and the crew spends their time and money at the local inn and tavern, but this is a rare occurrence.

Dagger Rock's reputation as a peaceful, friendly town has now come into question, primarily due to the current influx of half-breeds and wandering adventurers who have been attracted by Grog's recently opened inn and tavern. Some citizens enjoy the new faces and new customers, and appreciate Grog's low prices and fine-quality food as well. Others have attributed the recent rash of robberies, muggings, and ill-fortune to Grog and his friends. Most people keep their opinions to themselves, but others, like Jim Aremsee, are all too quick to speak up against the newcomers.

A week after the party meets at Grog's, a town council meeting is called at Bearclaw Keep to discuss the matter. Unless the party manages to discover those responsible for the rash of criminal activities (and gain conclusive evidence), Grog and his friends will be ordered to leave Dagger Rock in two weeks' time.

Most of the important townspeople are detailed within this module, but the DM should fill out Dagger Rock with normal farmers and families. None of the NPCs within have been assigned nonweapon proficiencies from the *Dungeoneer's Survival Guide*. If necessary, the DM may add details to the townspeople, including these proficiencies.

The DM should determine the likelihood of encountering any character in any particular place and what that NPC is doing at the time. Remember that the town is a living and breathing community of very active beings. Townspeople can be found shopping, visiting, playing, and patrolling during the day. At night or on days of rest, there are very few people out and about in the town except for guards, thieves, and the occasional couple out for a stroll.

The DM can always use idle chatter (such as two women gossiping at the general store) or outright accusations (such as the rantings of Jim, the town drunk) to spread rumors and drop clues, should the party be having difficulty in solving the mystery (see "Rumors").

The town of Dagger Rock can easily be placed anywhere in the DM's campaign world. Towns like this are everywhere, even if they're not always large enough to warrant a dot on the map. Any river in a temperate zone can be substituted for the Silverfish River.

The Truth

Grog and his friends are, for the most part, innocent. Although some of his customers may get a bit rowdy and are sometimes caught picking pockets or performing other antisocial acts, the real person behind the recent crime wave is Yuri Kineron, owner and proprietor of the Dagger Rock Tavern. Yuri had just begun to tighten his hold on the town (using muscle and scare tactics) when Grog and his entourage arrived. The almost instantaneous popularity of Grog's tavern began to hurt Kineron's chances of gaining control of the town. It wasn't helping his business any, either.

Since force against such a powerful adversary was definitely out of the question, Kineron's only chance to rid himself of Grog was to get the town to throw him out. The plan to increase the amount of crime in the town, leaving clues that implicated Grog and his patrons, was by virtue of its simplicity, perfect. In fact, the job is almost complete, for soon the town will take a vote on whether or not to let Grog stay. If not for a group of those self-same wandering adventurers (i.e., the PCs), all hope for Grog may be lost.

About Half-Ogres

Half-ogres are more fully described in DRAGON® issue #73 and in the Best Of DRAGON Magazine anthology, Vol. IV (page 46-47). What follows here is a brief summary of the powers and abilities of the half-ogre.

All half-ogres are 80 + 4d4 inches tall, weigh 315 + 10d12 pounds, and have skin colors ranging from dull yellow through brown to gray and black. Most have humanlike eyes, with only 20% possessing the white pupils common to ogrekind. Their base movement rate is 12".

Most half-ogres tend to be of neutral or evil alignment, with good alignment possible only when the half-ogre in question has been raised by its human parent. Neutral and evil half-ogres can speak common, ogrish, orcish, and troll, plus only one additional language.

In combat, half-ogres are capable of wielding a bastard sword one-handed, yet still receive two-handed damage dice (i.e., 2-8/2-16). Rangers do not get bonuses to damage half-ogres, as (like half-orcs) half-ogres are not considered "giant-class humanoids."

The racial minimums and maximums for half-ogres are as follows:

Strength:	14-18*
Intelligence:	3-12**
Wisdom:	3-12**
Dexterity:	3-12**
Constitution:	14-18*
Charisma:	2-8***
Comeliness:	2-8***

* Roll 1d6: 1 = 14, 2 = 15, 3 = 16, 4-17, 5 or 6 = 18; half-ogres get +25% on exceptional strength rolls).
** Use 3-10 if human parent is below normal (10) in this ability.
*** Double this value when dealing with other ogres and half-ogres.

With regards to comeliness, half-ogres are ugly with a capital "U." Roll 2d4 and then apply charisma adjustments (i.e., -1 to -8 dealing with humans, etc., and -3 to +2 when dealing with other half-breed races). This leaves a range from -6 (aversion) to 7 (homely) for humans, and 1 (ugly) to 18 (beautiful) for ogres, orcs, etc. This provides human-like variability within half-ogre society ("We do not all look alike!"), while accurately accounting for the fact that half-ogres are homely at best.

All half-ogres have 60′ infravision and gain two hit dice of the appropriate type at first level. They can become only fighters, clerics (4th-level maximum ability), or dual-classed fighter/clerics. Fighters started adventuring at age 15 + 1d4, clerics at 20 + 1d4, and fighter/clerics at 24 years.

The half-ogres in this adventure, except for Shod (the stableman), were raised by their ogre parent. All except Grog have standard, humanlike eyes. Their hair color is black. Grog has brown skin, while Matilda's is gray and Fist's is black as coal. Shod's skin is a strange, brownish-yellow resembling a horse's hide.

Grog and his friends are tolerant of all races, and Grog himself has many different friends in just as many places. For the sake of the adventure, the DM should not harass elves, humans, dwarves, etc. in the tavern. A good joke here and there or a few arm-wrestling contests, however, can add to the atmosphere. The party should be warned not to antagonize any half-breeds, since this would jeopardize their employment opportunities. Half-ogres and half-orcs are very conscious of their appearances, and a "puny" human or elf would be well advised to avoid direct confrontation unless powerful enough to back up his boastful words with action.

Statistics in the module for half-ogres have separate charisma and comeliness values for other half-ogres and humans .

Events

This section deals with the events that transpire during the week of the characters' investigation. If the adventure proceeds too slowly or too quickly, the DM should modify the date or details of these occurrences. The DM is encouraged to add to the clues the party finds and may expand upon many areas of the town should he or she feel so inclined.

Day 1. It is assumed that the party will enter Dagger Rock just before dark, arriving from the southeast. If so, then Grog's tavern (area 1) will be the first building encountered, and the adventure will commence quickly. If not, the party can spend the night at the Dagger Rock Tavern (area 19) or the Hearthfire Inn (area 13).

After retiring that night, the party is awakened by screams and alarms indicating that Grog's is on fire. If the party leaves their rooms to investigate, they find that the stables (area 1G) are on fire. The fire is put out quickly, with little damage done if the party helps. If not, there is insufficient manpower to save the stables.

Observant characters see Shod (area 2) touch a frightened horse, after which the horse immediately calms. Any other wounded creatures or people attract Shod's attention, and he casts *cure light wounds* spells on them. Father Veril (area 20) arrives shortly and aids any others that have been wounded. Captain Bearclaw is also there, as is the staff of Grog's. There is a noticeable lack of townspeople helping to put out the blaze.

If the PCs are staying elsewhere, they still hear the alarms and, if they act quickly, can help put out the fire as above. Should the characters successfully aid in putting out the fire, Grog is extremely grateful and offers them free lodging for the week, even if they are not already staying at his establishment.

Rangers (like Captain Bearclaw) or barbarians cannot find suspicious tracks because they've been obscured by water, mud, ashes, and the footprints of the rescuers. However, it is obvious that the fire was deliberately set.

Day 2. If the party stayed at Grog's the night before and aided in putting out the fire, Grog greets the PCs when they first wake up and invites them to breakfast. After breakfast, he asks to speak to them in private, inviting them into his room (room 1E). At this meeting, Grog asks for help in finding out who is behind the harassment of his friends and business. He feels that, as strangers in town, the PCs would not arouse undue suspicion by asking a lot of questions. He offers them a reward of 250 gp each (a hefty sum for 1st-level characters, but he can afford it) if they find the guilty parties. Also, the party can keep anything found along the way, except for crucial evidence.

If the PCs agree to help Grog, he tells them that Captain Bearclaw is his closest friend and can provide them with any help they might need. He also tells the party of the upcoming town council meeting (on Day 7) and his fears that he and his friends will be kicked out of town. The party must find the culprits before then.

If the party is not yet staying at Grog's or did not aid in putting out the fire, Grog sends Mary (area 14) to their rooms with an invitation for the newcomers to have dinner at his tavern. At this dinner, Grog asks for their help as above.

Day 3 or 4. If the party has been asking too many questions, or if Grunt and Brock have informed Yuri of their mission (see room 1Y), the two half-orcs sneak into one of the party's rooms and attack. If the party is all in the adventurers' room (room 1Z), they still attack but quickly retreat. Their purpose is to rough the party up a bit and scare them into leaving Dagger Rock for good. The DM should count as real only 25% of the damage done by Grunt and Brock to any characters, since they are merely trying to knock the adventurers out, not kill them.

If the PCs kill Grunt and Brock, they are unable to gain any useful information about them; if either or both are captured, the two reveal that they were hired to attack the party in order to chase them off, and that they are responsible for setting the fire. They do not, under any circumstances, reveal who hired them. If a *charm person* spell is used, their fear of Yuri's reprisal is great enough to negate the spell's effect on them. For the sake of the adventure, the party should learn little more from these two. Captain Bearclaw takes the two to jail (area 11) and allows the party to keep Grunt and Brock's possessions (including magical items) as a reward for their capture.

Day 4. Nothing unusual happens today. The DM may insert an unrelated event of his own to the events of this module.

Day 5. Late this evening, after midnight, Grog's secret wine cellar is robbed of 10 of Grog's finest bottles of wine. The crime is accomplished by Caela (area 18), who uses the secret tunnels below the tavern (area 31) to enter through the secret door in the well (room 1J). She uses her thieving skills to climb the walls of the well and steal the bottles without making any noise. She then places the bottles in the cellar of The Green Grape (area 18) to dispose of the evidence and divert suspicion. Only an inventory reveals that the number of bottles in this cellar is not correct, so it is unlikely that the owner, Gretchen, will realize until too late that the stolen merchandise is in her possession.

Sidon Bearclaw asks the party to search Grog's cellar for clues. (DM's option: If the party is having difficulty with the mission, a ranger should be able to find some muddy footprints near the well.)

Day 6. Nothing unusual happens today. The DM may insert an event of his own. There is, however, lots of talk about the town meeting tomorrow (Day 7). Some townspeople are taking one side of the debate, while some are on the other.

Day 7. Today at noon, the entire town meets at Bearclaw Keep (room 14D) to discuss the recent crime wave and what to do about it. The majority of the townspeople want Grog and the half-breeds to leave town immediately. They believe that his inn and tavern attract "the wrong kind of people" to Dagger Rock. If Grunt and Brock were captured or killed by the party, this adds more ammunition to the townspeople's argument, as the two were obviously half-orcs, and both stayed at Grog's.

Captain Bearclaw stands up for his friends, and Father Veril speaks on Grog's behalf, reminding the townspeople that he is "innocent until proven guilty" and preaching tolerance of others. Of course, Yuri has also planted his own people, like Jim and the elves, to stir up anti-foreigner sentiments while he himself remains impartial. The town council members are Captain Bearclaw, Yuri Kineron, Mayor Winston Jacob (chairman), Berik Andovan, and Logen Ironhand.

Unless the party chooses to show its evidence at this time and expose Yuri and his companions, Captain Bearclaw and Logen are unable to sway Berik (the swing vote in this debate), and Grog is asked to leave town in two weeks or face arrest. If this occurs, Captain Bearclaw loses any chance for becoming the new mayor of Dagger Rock and is forced out of office in only a few months.

If the party has already exposed the villains or does so during the meeting, there are many cheers, and Dagger Rock is henceforth a safe haven for all. The aging mayor dies within six months, and Captain Bearclaw is quickly elected to the position. Grog pays the party in full, and all of the conspirators' magical items and mundane possessions become theirs. Yuri's holdings go to improve the town, and the villains themselves (if still alive) are either incarcerated for several years or immediately exiled.

Rumors

Many citizens of Dagger Rock harbor secrets in their pasts, as do properly rolled characters and their real-life personalities, but certain rumors abound in the town about some things that might interest the party. Some juicy bits that might be overheard are:

"Matilda, the cook at Grog's, murders humans in the night and serves them to the customers. That's how Grog keeps the prices so low." (False.)

"Shod used to be a horse until Grog made a bargain with an evil wizard and had him turned into a half-ogre." (False.)

"The maid at Grog's is a thief. She was fired from Yuri's Tavern for stealing from him." (False. She was fired, but for other reasons.)

"Captain Bearclaw is in on the crime wave and is protecting those responsible in exchange for a piece of the action." (False.)

"There are many ghosts out by the graveyard. You can see them creeping about on moonlit nights." (False. There are no ghosts there, but the motions of Yuri's accomplices are taken as such.)

"The Dagger Rock was driven into the river by a giant who was so stupid that, when he saw his reflection in the river, he immediately tried to kill it with his dagger." (False.)

"There's a great treasure buried near the Dagger Rock." (True.)

"Grog eats little children as midnight snacks." (False.)

The DM can think of many more rumors using the characters in the adventure, but they should rarely be true. Also, some rumors fit only certain characters. For example, children always tell the story about the giant, and Grog's friends would never say bad things about him or his business. Be logical, but have some fun with the party, too.

Encounter Key

The following encounter key applies to the map of Dagger Rock on page 50.

1. Grog's Happy Half-Ogre Inn and Tavern. (See the map on page 45 for interior details.) The party members will probably first approach Grog's from the southeast along the main road, just before nightfall. If they arrive from a different direction or at a different time of day, make the necessary changes in the following description.

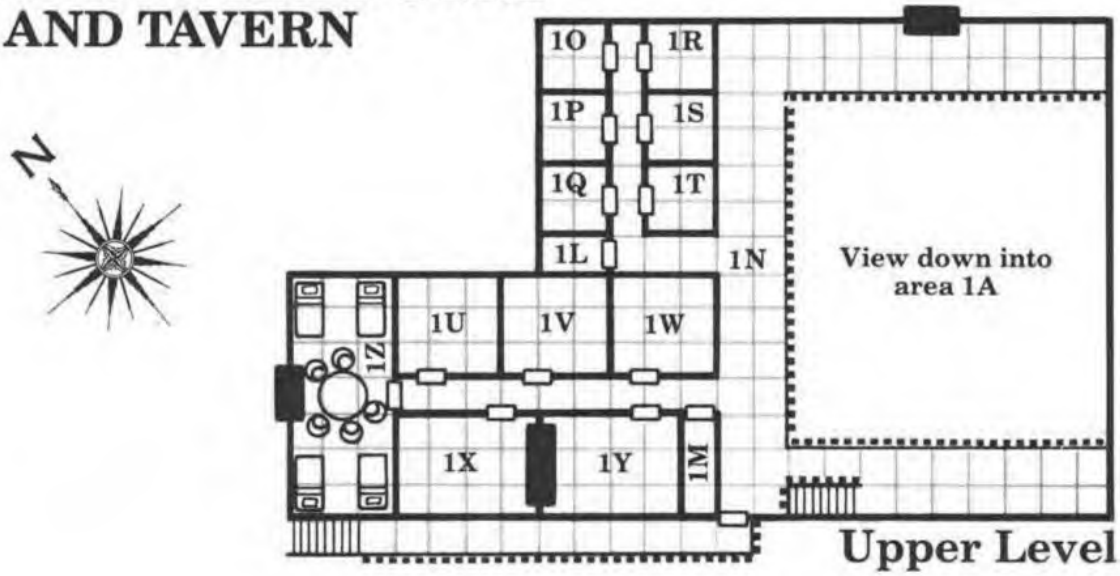
> Ahead to your right, you see a very large wooden building, only recently constructed. A large oaken sign hangs over the road. It reads, "Grog's Happy Half-Ogre Inn and Tavern," and a smaller sign beneath it reads, "Half-Breeds Welcome." Someone has tried very hard to carve the letters "UN" before the word "Welcome" in the lower sign, but there are signs of a vigorous attempt to remove the additional letters. A pair of very large oaken doors stand open. The smells of fine food and cold ale waft over the road. The sounds of boisterous men and women carry through the night air from within.

Ground Level

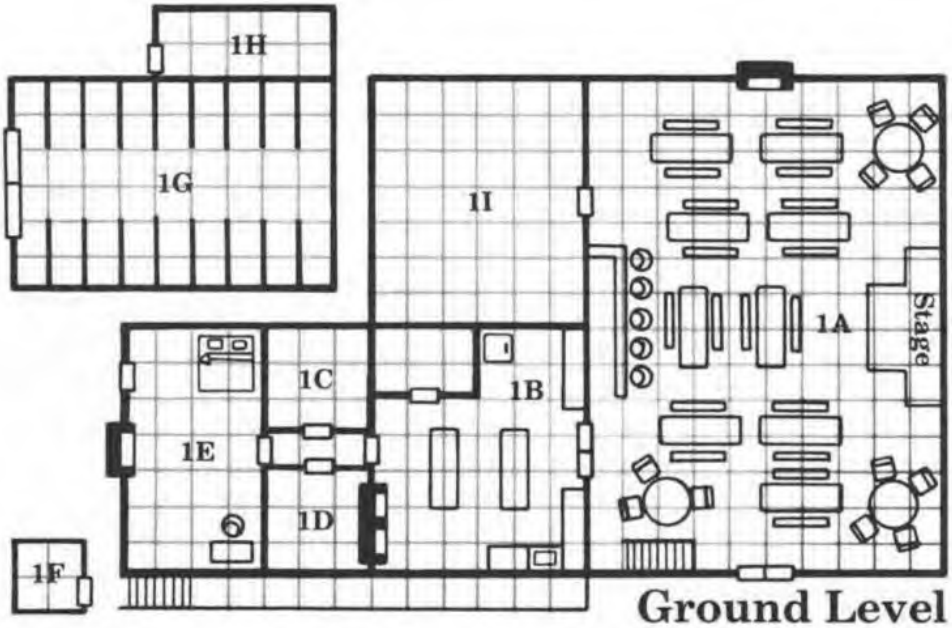
1. Tavern Area. Upon entering for the first time, the party is met by the owner and proprietor, Grog himself.

> As you enter through the large doors, you are suddenly confronted by a massive, 8'-tall humanoid with long yellow fangs protruding from his upper jaw. He stares down at you with great black eyes and empty

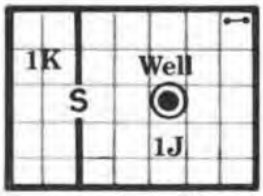
THE HAPPY HALF-OGRE INN AND TAVERN



Upper Level



Ground Level



Cellar

1 square = 5'

white pupils. After an empty silence, during which thoughts of leaving or drawing your sword have crossed your mind a dozen times or more, he suddenly breaks into a wide grin and begins to chuckle deeply.

"Hello, hello," he says. "Sorry about the nasty look. I always do that to my new customers, especially obvious adventurers like yourselves. I am Grog, owner and proprietor of this humble establishment. Please come in and enjoy yourselves. You'll find my entertainment good, my food even better, and plenty of ale and spirits for all."

At this, the half-ogre gestures toward a very attractive young girl carrying a tray. She immediately leads you to a large table near the stage, where a comely elven minstrel is playing music on a small stringed instrument. After you are seated, she identifies herself as Mary and asks you if there is anything you'd like to drink or eat (the DM should actually take down the characters' orders in a realistic manner, to add flavor to the adventure). She tells you that there will be a short wait for the food, as they are very busy tonight, and quickly leaves.

As a group, you're facing the eastern wall of the main common room and a large wooden stage against that wall. A high elf dressed in brightly colored clothing strums her lute, singing in common to the drooling male patrons whistling at her. As you listen more closely, you begin to make out some of the lyrics above the din and realize that the beautiful song she's singing is actually a raunchy seafarer's work tune.

Turning to the north, you see an immense fireplace, burning bright red and casting flickering orange shadows on the walls. Mounted over the fireplace, a giant-sized double-bladed axe flanked by two equally gigantic shields reflects the lanterns set about the room in a cool blue light.

Taking up most of the western wall is the bar, ably handled by only one man. He darts to and fro along its length, with sometimes as many as 12 drinks in his large arms and hands. In the south portion of the west wall, a pair of swinging doors leads to the kitchen. Two attractive waitresses, Mary and another, older woman, pass regularly among the pawing customers and their tables with amazing agility.

Suddenly, a loud scream comes from high above. Gazing upward, you see a young man dangling by his feet from a railed balcony 12' above. The balcony runs the length of the second level, except for the area over the stage, which has a clear view of the roof some 30' above floor level. Another, half-ogre, with skin as black as coal, pushes his way through the crowd above and forcefully grabs the young man's leg with only one hand. After dangling him high above the crowd for a few seconds, he calls down below, "Hey, Grog! Look what I caught!"

Grog, now standing in the center of the room, replies, "Well, well. What do we have here? Methinks he fancies himself an acrobat. Maybe the chef can do something with an acrobat." He gives a deep, throaty chuckle, and the place erupts in various choruses of laughter and cheers for Grog and his tavern.

The young lad is then taken downstairs and heaved gently through a small door in the northern part of the west wall (into room 11). The inn's patrons laugh and shout anew, and things return to normal.

At this time, Mary returns with your orders. Plates of food and mugs of ale are laid in front of you in overabundant amounts. The generous helpings are matched only by the exquisite aromas that begin to waft upward.

The party will no doubt begin to gorge themselves, and any characters who did not order earlier can now change their minds if they so desire. Nothing else of significance occurs during their meal.

If anyone inspects the axe on the northern wall, he notices runes on the handle. The runes are written in frost giant script and, if translated, reveal only the weapon's name: "Frost Bite." The shields mounted beside the axe have received numerous dents. The items here are Grog's personal possessions, and if he is asked about them, he tells the curious party members a long story detailing his encounter with a "rude and overconfident" group of frost giants. He subsequently "relieved them of their burdens" and took the now-dented shields as mementos. Neither the axe nor the shields are magical — just very large.

Any character who walks up to the bar has a 10% chance of realizing that the bartender, Sevim Ronard, is actually a half-orc. Ronard is one of the few capable of passing for human, and is actually quite attractive (see area 3). He is married to the other waitress, a human named Julia.

Mary is the daughter of Simon Bearclaw, the captain of the guards of Dagger Rock, and Grog is her godfather. She carefully drops these warnings into the conversation if any young male patron (including one of the PCs) makes undue advances. For more on Mary and her father, see area 14.

Fist, the half-ogre bouncer (see room 1D), usually stands near the main entrance doors. He is presently hiding near the stairs in the southwest corner of the room, well out of sight.

When the characters have finished their meal, Mary brings their bill. The DM should charge the characters only half the usual rates for all goods purchased. Grog then asks them if they have a place to stay the night. For the sake of the adventure, there should always be a few rooms available for the party. Grog recommends the adventurers' room (1Z) as safe and usually quiet. Again, the rates are only one-half those charged by other taverns in the DM's campaign, and the service and quality are always superior.

If the characters have little or no money at this point in their adventuring careers, Grog has a special "flop house" (room 1I) for those persons who are a little "tight of pocket."

The party is, of course, under no obligation to spend the night at Grog's, but the DM should politely encourage them to do so "because it is too late to go out and search for another inn."

1B. Kitchen. This is the large kitchen where a female half-ogre named Matilda, chief cook for Grog's, prepares the food. Her philosophy of "nothing fancy, just as long as it tastes good," has earned her high praise from any patrons who actually know something about what they're eating. Her assistant, Caela, spends most of her time running around doing all the little things that make the kitchen work. There is more to Caela, however, than first meets the eye. She is actually an assassin hired by Yuri to watch over the events at Grog's. If all of Yuri's plans fail, she is prepared to poison Grog and some of the patrons in order to stop his business. She lives in a room above the Green Grape (area 18).

The kitchen contains two preparation tables, a large sink, two fireplaces, a stove, a spice rack, and all of the standard items. All of the pots and pans are oversized and capable of feeding many people simultaneously. A door to the west opens into the living area, and a door to the north leads into a small pantry. Two small bells are attached to strings that run into the ceiling, against the western wall and south of the door. They lead to the suites (rooms 1X and 1Y), and ring only when someone above wants room service. The waitresses, Mary and Julia, are responsible for seeing that the food gets to the rooms as soon as possible.

There is a trapdoor under a round rug in the north portion of the room. A short flight of wooden stairs leads down to the cellar (room 1J). The trapdoor can be located only by a successful *detect concealed doors* roll.

Without Grog's or Matilda's permission, only the staff of Grog's may enter the kitchen area.

1C. Matilda's Room. This is Matilda's room. It contains a half-ogre-size bed, a dresser, a small nightstand, and many shelves lined with various cookbooks. In a small, locked chest in her top dresser drawer, she keeps 50 pp, an emerald worth 500 gp, and a lock of Grog's hair that she removed from his head one time while hitting him over the head with a pot. She's long had a crush on Grog, a confirmed bachelor, but her bossy, dominating attitude keeps him far away. Matilda wears the key to the chest around her neck at all times. The rest of her treasure is kept in the bank.

Matilda is an excellent cook and could have worked in some of the finest restaurants, but nobody in the human world would hire her because of her appearance, and no one in the nonhuman world had the taste to appreciate her culinary skills. Grog found her carrying crates in a warehouse and immediately hired her to run the kitchen in his soon-to-be-built inn. She is paid very well indeed (it is rumored that she earns more than the town's bank manager) and is completely loyal to Grog and the business. She has no idea that Caela is a spy, and has no clues to give the party. However, if asked, she does know where Caela lives (area 18).

Matilda (half-ogre): AC 9 (leather apron); MV 12"; F1; hp 15; #AT 2, pot and pan; Dmg 1-4/1-4; S 17, I 12, W 9, D 10, C 15, Ch 4/8, Cm 3/13; AL CN.

1D. Fist's Room. Fist, Grog's tavern bouncer, lives here. This room is similar to Matilda's room (1C). Fist was rescued from slavery when Grog stumbled across a group of evil humans who were using Fist to mine gold in the mountains. Grog and his friends killed the miners, rescued the slaves, and took the gold for themselves. They gave each of the slaves a fair share of the gold and used the remaining funds to form what is now a thriving mining company. Grog, seeing a half-breed in trouble and knowing talent when he saw it, offered Fist a great job with steady pay and fringe benefits (i.e., free food, lodging, etc.). Fist immediately accepted and has

been Grog's most faithful henchman ever since.

Over his bed, Fist still keeps his slave chains to remind himself of his past and of his recent good fortune. A secret compartment under his bed contains a small, locked chest containing 12 gold nuggets worth 100 gp each, and a *potion of human control* (for elves, half-elves, and humans) — just in case. The chest is trapped with a sleep-poisoned needle (no saving throw, even for elves). The key to the chest is made by hitching together the two earrings he wears in a special way. The earrings themselves are not valuable. Fist spends most of his pay as soon as he gets it and boasts of a huge wardrobe.

Fist (half-ogre): AC 7; MV 12"; F3; hp 44; #AT 3/2; Dmg by weapon type; S 18/67, I 8, W 11, D 10, C 17, Ch 7/14, Cm 5/13; AL LN. In combat and as a bouncer, Fist prefers to use his superior size and weight advantages to pummel all unarmored troublemakers. The DM should note that it is impossible for small- and medium-sized creatures to return effective blows unless they first successfully overbear Fist. He wears *leather +1* and is proficient in the use of a blackjack (which he always carries) and has a double specialty with the battle axe.

1E. Grog's Room. Behind the large, locked, iron-bound door lies Grog's private living chambers. Plushly decorated, this is obviously the dwelling of a wealthy man. A gigantic, 15' × 10' bed covered in polar bear fur blankets fills the northern end of the room. Straight ahead, a large, screened-in fireplace heats the chamber nicely. Two winter wolf hides lie side by side in front of the fireplace, their open jaws facing the door. Another iron-clad door is to the northwest, and an impressive, solid iron chest takes up most of the southwest corner of the room. An oddly shaped, oaken desk fills the southeast corner, various letters and papers scattered about its surface. A very large chest is neatly tucked under the desk.

Grog always keeps the keys to his room, and to the rest of the tavern, in the heel of his left boot. The western door is barred and locked from the inside. It is therefore most unlikely that the party has somehow broken in here. It is more likely that Grog has just invited the party into this room to ask for their help (see Events).

Any character who examines the outer door closely notices a long string with a two-inch diameter loop in the end of it tied to the door bar. After the rash of trouble began, Grog began tying this string from the door to his toe, just in case anyone managed to come through the door while he was sleeping.

Grog (half-ogre): AC 1 w/armor; MV 9"; F6; hp 76; #AT 3/2; Dmg by weapon type; S 18/00, I 11, W 8, D 9, C 17, Ch 8/16, Cm 7/18; AL LN; *chain mail +1, shield +2, bastard sword +1; ring of warmth*. Grog was born in the arctic wastes to the north, in the Valley of Frost, to a human mother and an ogre father. His father was a lieutenant in the clan, his mother a slave. Raised by his father in the ogrish graces, he left home to find a better way and make some money on the side. He adventured for many years, doing different things. One of his companions included a ranger named Sidon Bearclaw, currently Dagger Rock's captain of the guard. Sidon had a change of heart and decided to work for good and order in the world, and leave the chaotic roaming to his friends.

Grog's one dream was to settle down to the quiet life, a wealthy ogre with some good friends. After proving that he was better than the ogres in his father's clan, he set about to amass his fortune so that he could eventually build his very own tavern. One day, luck was with Grog. His party decided to take a "permanent loan" from a town bank and stumbled onto a small fortune in gems and coins. While the rest of the party members used up most of their weight allowances carrying gold and platinum pieces, Grog's superior strength and size allowed him a greater share of the loot. His impressive bearing and quick thinking also provided him with the majority of the bank's gems and jewelry. Most of the characters left with only around 2,000 gp; Grog cleaned up with more than 10 times that amount.

His dreams realized, Grog retired to a life of luxury and thought about finally settling down. He vaguely remembered the town of Dagger Rock, where his old friend the ranger now lived in peace. After only a week in town, Grog purchased some land and set about building the "world's greatest inn and tavern."

Grog's prices are low and his wages high because most of his money is now safe in the town bank. The interest from this bankroll and the great volume of business he does allow him to just break even. He is not in business to make money, although he does try to promote honesty and makes all of his customers pay, one way or another.

Grog is double-specialized in bastard sword (which he is capable of wielding in one hand, getting full two-handed damage dice), and is also proficient in blackjack and spear. He has been known to wear chain mail under the brown leather tunic that reveals his very broad biceps. He always uses a large shield when fighting, but there should be no need for Grog to wield a weapon in this adventure.

1F. Outhouse. This is a standard outhouse in all respects, except that everything inside is always kept very neat and clean. There is nothing of any real value in here.

1G. Stables. This building contains 16 stalls. The best stalls are nearest the western entrance. The first two stalls are used to store some minor tack gear. The rest of the supplies are stored in room 1H.

The chief stableman, Shod (see area 2), is a mute. Although extremely kind to the animals in his charge, he's not particularly fond of humans or even humanoids. The only real exceptions to this policy are Grog and the two stableboys, Raven Bearclaw (area 14) and Logen Ironhand, Jr. (area 12). Raven is the son of Captain Bearclaw, and young Logen is the son of the town blacksmith. Both boys work here part-time, making good money and saving it up for a rainy day. One or both can usually be found here in the afternoon and early evening.

All horses stabled at Grog's are fed, walked, washed, and brushed at no charge.

1H. Tack Room. A large pile of hay usually hinders entry to this room. The room is always locked when Shod is not present, and only he possesses the key. It contains piles of feed, blankets, and assorted horse gear. There are even two spare saddles for emergencies, and Shod will sell some of the gear to friendly characters for half the usual (*Players Handbook*) rates, in rare circumstances. There is nothing else of value here.

1I. Flophouse. This huge room's floor is carpeted with cheap mattresses cov-

ered over by a thin layer of straw. This is the flophouse, a famous institution at Grog's, where all manner of drunks, miscreants, and those who are just too poor to sleep anywhere else often spend their nights. The straw is changed daily, and the mattresses are checked weekly for bugs. Any intoxicated person at Grog's is very likely to wake up in here. Although valuables are not guaranteed, very few thieves are bold enough to steal from any patron under Grog's roof.

1J. Cellar. A small flight of wooden steps leads down from the trapdoor in room 1B to the main food storage cellar. Here, most of the kitchen's supplies are stored until needed. It is considerably cooler down here than in the rest of the tavern.

In the center of the room is a large stone well, approximately 30′ deep to the water below. All of the fresh water at the inn comes from here. The walls of the well are slightly slippery to climb (see *Dungeoneer's Survival Guide* for details on climbing). It is impossible for a character to "belly flop" into the well.

Unknown to anyone at Grog's, a secret door exists deep down in the wall of this well. It can be detected only by a character within the well, about 20′ below the floor (10′ above water level). From this position, it is relatively easy to spot the loose stones that outline the door (double normal chances). This door enters the tunnel system made by Yuri and his cohorts (area 31I). The tunnel entrance is only large enough for single-file crawling by creatures no larger than man-size.

Grog knows about the secret door in the west wall of the cellar. This door leads to room 1K, the fine wine cellar for the tavern.

The party is not likely to visit here until after the robbery (see Events), as the cellar is usually off-limits to all but employees of Grog's. However, after the theft of the wines from room 1K, Grog is more than happy to let the party search the area with Captain Bearclaw.

1K. Fine Wine Cellar. The secret door from the main food cellar leads into Grog's private fine food and wine storage room. The best of Grog's vintages and supplies are kept here, and only Grog, Matilda, and Fist are supposed to know of this room existence. Unknown to any of them, Caela discovered it during one of her frequent searches of the tavern.

The DM should decide which of the campaign world's finest vintages are in Grog's possession and what their approximate values are.

See the Events section and room 1J for details concerning a robbery to be perpetrated here.

Upper Level

This level contains the paying customers' rooms and the balcony that overlooks the common area. In time of great need, all of the beds can be bunked, thus effectively doubling each room's capacity. Only the adventurers' suite (room 1Z) normally contains bunk beds. All beds are about 10′ × 5′, unless otherwise indicated. Ezmerelda (area 7) is the only maid hired to keep the rooms in order, and all sheets are changed by 3:00 P.M.

1L-1M. Linen Closets. These are nothing more than large linen closets. They are always searched at night before closing, for possible unwelcome guests. Other than extra sheets and pillows, there is nothing of any value in either closet. The pieces that can be assembled into extra tables and beds can also be found in these rooms.

1N. Balcony. An open balcony runs along all but the eastern wall. From here, almost all of the lower common room (1A) are completely visible, including the stage. The balcony is surrounded by a 3′-high railing which has a 1′ ledge near the top of the inner rail for drinks, etc. The railing is very sturdy, and it is virtually impossible to reach the lanterns (which are normally lit and suspended from the ceiling with long, thin chains) from here. Grog and Fist always keep a watch on the goings on here. No drink or food service is provided for those on the balcony, but on special nights, chairs and tables are placed here for additional customers.

1O-1T. Single Rooms. These single rooms each contain one normal bed, a small nightstand with a filled pitcher of water, and a small wash basin. A small chest with no lock is provided for temporary storage of personal belongings.

Currently, only one of these rooms is occupied on a regular basis. Room 1O is the current lodging place of the minstrel and is usually reserved for Grog's single entertainers.

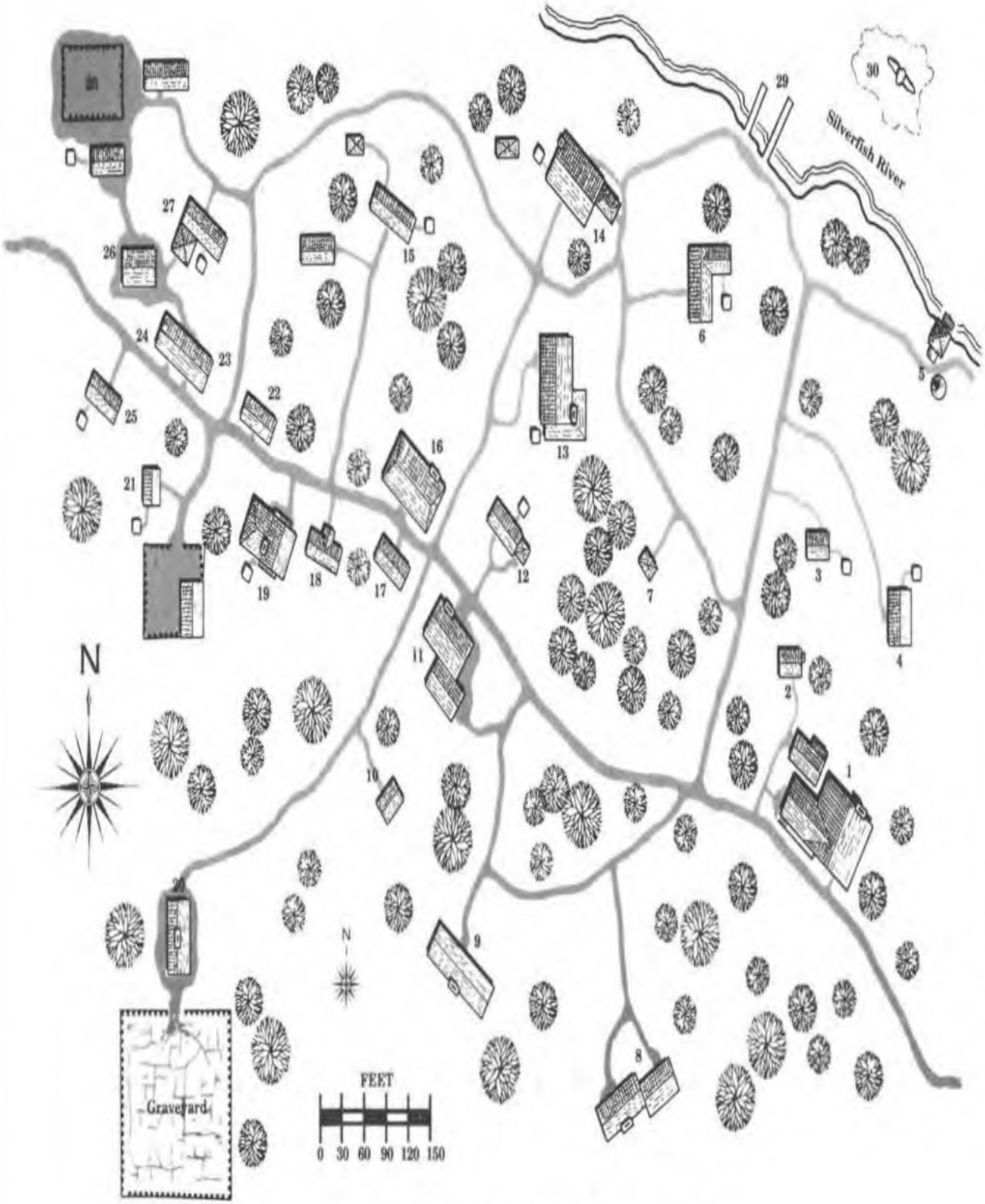
Salae Silvermoon (high elf): AC 10; MV 12"; T2; hp 10; #AT 1; Dmg by weapon type; S 9, I 16, W 12, D 14, C 13, Ch 17, Cm 17; AL CN; *cloak of elvenkind.* Salae is very attractive and still rather young for an elf. She's definitely a flirt, but plays stupid to get close enough to pick the pockets of the obnoxious men who chase her. She travels under the guise of a minstrel in order to allay suspicion, make a little money on the side, and add a little excitement to her life. She's actually quite good with the lute and the flute, and not bad with a throwing dagger, either. She always wears her *cloak of elvenkind* and never hesitates to use it should things get sticky. Believing deeply that all creatures deserve to choose their own paths to follow in life, she is currently on Grog's side in the nasty turn of events. Should the party be in dire need of a thief, the DM should feel free to use her. In any case, she won't attempt to steal anything from the party members, as they are obviously friends of Grog, and "he needs all the friends he can get." Salae knows nothing about who's behind the recent crime wave, but the DM may choose to use her to spread any rumors necessary, should the party be having difficulty with the investigation.

1U-1W. Double Rooms. The double rooms each contain two beds, two large wooden chests with no locks, a large table, and a nightstand with pitcher and bowl. Only one of these rooms is regularly occupied during the week of the adventure. Room 1U is occupied by two half-orcs who have been planted by Yuri to watch the tavern and any and all newcomers.

Grunt (half-orc mercenary): AC 8; MV 12"; T1; hp 7; #AT 1; Dmg by weapon type; S 13, I 9, W 10, D 14, C 15, Ch 12, Cm 13; AL CE; leather armor, *dagger +1,* and thieves' tools.

Brock (half-orc mercenary): AC 5; MV 9"; F1; hp 11; #AT 3/2; Dmg by weapon type; S 17, I 7, W 11, D 10, C 17, Ch 9, Cm 13; AL NE; chain mail; specialized in long sword.

If any party members stay in room 1Y or 1Z, Grunt uses his ability to hear noises to determine what, if anything, the characters are up to. The DM should make a new roll for every important bit of information. Grunt is a thief, after all, and subject to the same mistakes as the PCs. If Brock or Grunt suspect any-



TOWN OF DAGGER ROCK

thing, they immediately inform Yuri. See the Events section for possible repercussions.

Grunt and Brock are posing as horse traders interested in purchasing strong horses from nearby farms. Any subtle questioning by a knowledgeable character has a 75% chance of revealing that neither knows the least bit about horses. Each of the half-orcs should be given a 1d20 roll of his intelligence or less to determine whether he realizes that he's blown their cover. Failure indicates that the characters in question have successfully avoided suspicion, for now.

Both Grunt and Brock can usually be found in the tavern common room (1A) during the evening hours. They don't use any of the tunnels to reach Yuri's secret chambers (see area 19), as their "regular business" allows them relative freedom of movement without attracting suspicion.

1X-1Y. Suites. These rooms each contain one 10' × 10' bed, an oaken armoire, a large iron chest with lock and key, and a wooden table with a water pitcher and bowl. These two rooms are the only ones for which all-hours room service is provided. If anything is required, a small bell cord can be pulled. At night, Matilda provides the service, while Mary and Julia split responsibilities during the early evenings. Upon the party's arrival, only room 1Y is occupied.

Ilrid Sidewinder (merchant): AC 5; MV 9"; C2; hp 14; #AT 1; Dmg 2-7/1-6 vs S-M/L; S 14, I 12, W 16, D 12, C 15, Ch 17, Cm 16; AL CN; spells carried are *command, cure light wounds, light,* and *sanctuary*; hides a mace and chain mail beneath his robes. "Father" Ilrid is a con artist. He carries with him three blue vials which he tries to pass off as *potions of healing*. They are actually just colored alcohol. Selling them for only 50 gp each to his "friends," he's made quite a killing recently. Should anyone question the authenticity of his goods, he gives the doubter a money-back guarantee in which he agrees to refund the purchaser's 50 gp if the potion does not heal any wound. He only gives this guarantee to already injured adventurers, casting his *cure light wounds* spell on the purchaser after helping him to wipe his chin of the remaining potion. Ilrid then accepts orders for more potions (he carries only three with him) at 10 gp each, with a two-day wait per potion to be manufactured. After receiving his fees, he promptly leaves town. Ilrid will never reveal that he is a cleric or what his last name really is.

The DM can, at his option, treat the potions as *potions of delusion.*

1Z. Adventurers' Suite. This is Grog's famous adventurers' room. It contains four beds (usually bunked for eight sleeping spaces), no chests (as adventurers are notorious for not leaving their valuables in their rooms), and one large round table for conferences (and casting a mass *detect magic* spell on found treasure). There's even a large fireplace shaft which indirectly heats the room whenever Grog is cold below. Grog is also rumored to often visit those groups who stay here. No other adventuring groups arrive during the week of this adventure.

2. Shod's Cottage. Grog's chief stableman, Shod, lives in this small, unadorned cottage with a view of the stables. Shod is a mute half-ogre who, after being abandoned as unfit by his ogre tribe, was rescued and raised by a young female druid. The druid soon realized that, although unable to speak, Shod had a unique empathic ability to communicate with animals (not monsters). After many years, Shod even learned how to cast a few spells, without the need for prayer or spell components, much the same way some monsters do.

Grog offered Shod a safe place to live where he could accomplish something and, best of all, constantly work with animals, especially horses. Shod agreed and has proved to be one of the best animal trainers around.

Shod (half-ogre): AC 10; MV 12"; "C1"; hp 16; #AT 1; Dmg by weapon type; S 18, I 7, W 7, D 10, C 16, Ch 4/8, Cm 4/13; AL N; expert at pummeling and wrestling; spells carried are *cure light wounds* and *remove fear*. Shod has dull yellow-brown skin, similar to the horses he cares for. Unknown to Grog, he puts much of his salary back into special food for the horses and gives it to the stableboys as bonuses and gifts. The stableboys have a deep respect for Shod and would fight to the death to protect the kind half-ogre. Shod communicates with his eyes and hands, and can perform limited reading and writing when necessary. The DM should play Shod without speaking, except when necessary for clarification. He is most often found in the stables with the horses.

3. Home of the Ronards. An attractive young couple lives here in their newly built wood-frame home with a view of the river. Sevim and Julia Ronard both work at Grog's and have recently built this house with gold that they've saved over the past six months. Both are very attractive. Sevin, however, is actually a very rare example of a half-orc who is capable of passing for human.

Sevim Ronard (half-orc bartender): AC 6; MV 12"; zero level; hp 6; #AT 1; Dmg by weapon type; S 16, I 12, W 14, D 16, C 15, C 16, Cm 16; AL CG; leather armor. Note: Sevim's abilities may be higher than the *Players Handbook* allows. Since he is an NPC, this can be justified to add to the adventure's flavor.

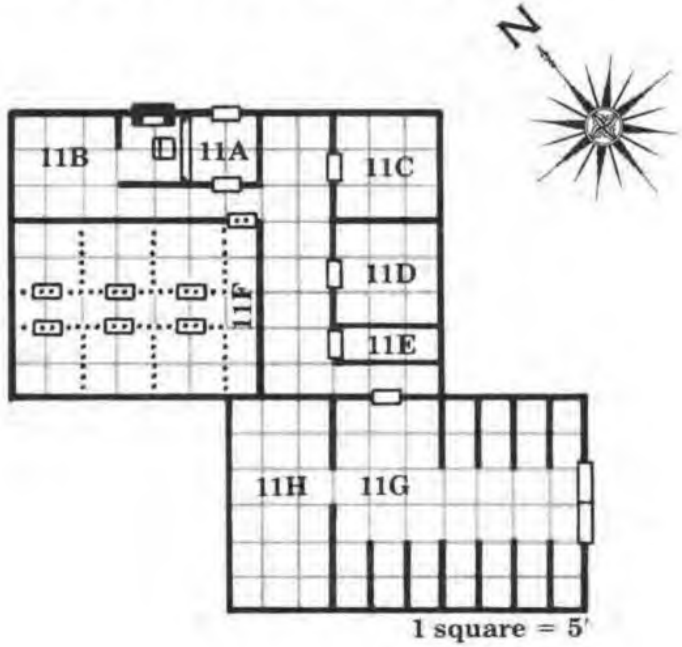
Julia Ronard (waitress): AC 7; MV 12"; zero-level; hp 4; #AT 1; Dmg by weapon type; S 12, I 14, W 12, D 17, C 13, Ch 16, Cm 18; AL CG.

Julia and Sevim have been married for just nine months and used to work at the Dagger Rock Tavern, before Grog arrived and offered them better pay and no prejudice. They bear no enmity to Yuri but haven't really spoken with him for many months. They are very good friends of Grog and have worked very hard to raise the money to begin building their new house. Very worried about the recent turn of events, they help in any way possible. Both can always be found at the tavern in the evenings. They are usually together at home in the daytime, sleeping or working on the house.

4. Empty House. This house was built by a man who disappeared about two years ago. No one has the title, and the bank is now in the process of trying to sell it.

5. Mill. This small mill is run by a middle-aged man named Silas, whose major complaint these days is that someone is stealing his grain. The truth of the matter is that a group of giant rats are eating the grain in his silo through a hole in the floor (see secret tunnels, area 31J).

GUARD STATION AND JAIL



6. Hidden House. Secluded deep in the woods is the home of Tristan Runilar, a half-elf bowyer and fletcher.

Tristan Runilar (half-elf): AC 6; MV 12"; R3; hp 29; #AT 2; Dmg by weapon type; S 15, I 14, W 14, D 19, C 15, Ch 12, Cm 15; AL NG; specialized and proficient in bow only; *longbow +1* and 6 *arrows +1*. Tristan fought many wars against orcs, ogres, and other evil humanoids, and still has a deep hatred of them. He hides away undisturbed in his elven retreat. Upset by the proximity of Grog's and its customers, he guards his home every night and will shoot anyone who tries to enter without permission. He often pulls his punches, doing only 25% real damage and 75% stunning damage.

Tristan's famed craftmanship was learned from his mother, a wood elf. It is rumored that, if given enough time and money, he can actually fashion magical bows and arrows. In the ceiling of his workshop there's a secret compartment (−1 to detect) that contains 500 pp and 6 diamonds of 500 gp value each.

Captain Bearclaw, although not the best of friends with Tristan, can always count on him in times of trouble. The party can always find him at home, but he avoids helping others (unless there's a wood elf in the party) and knows nothing about the crime wave.

7. Maid's House. Ezmerelda Fipps, the old woman who works as a maid at Grog's, lives in this small house. There are rumors that Ezmerelda was fired from her former job at Yuri's tavern for stealing. Actually, she was framed by Yuri so that he could bring his own people into the tavern. Grog believes her story and has not had any trouble from her. She keeps 100 gp in an account at the bank and has very few other possessions. During the day, she can usually be found working at Grog's; in the evening she knits at home.

8. Farm. A farmer named Elmo just moved here and has begun to plow his fields. If the PCs arrive here during daylight hours, they find Elmo in big trouble. He is running from a wave in the grass that appears to be following him, and he's screaming for help and definitely terrified of whatever it is that's attacking him. If the characters help poor Elmo, they are quickly attacked by a wild boar (AC 7; MV 15"; HD 3+3; hp 19; #AT 1; Dmg 3-12; SD fights up to −6 hit points for 2-5 rounds). The pig is very dangerous and not stupid. Because the grass is very high, any missile weapons used attack an essentially invisible target (−4 to hit) when the boar is not within melee range. If the party damages the pig to below 5 hp, it pretends to run away into the field, but circles around to attack the party from behind in 1-4 rounds.

Once the beast has been vanquished, Elmo thanks the PCs for their help and invites them in for a pig roast. After dinner, Elmo gives the party his only valuable possession, a rough iron dagger with a 20-gp diamond imbedded in the hilt. He tells the party that he found it in the field beside some long-buried bones when he was plowing. The dagger is the special key to the treasure room of Dagger Rock (see area 30). If anyone in the party remarks on the resemblance, Elmo agrees that the dagger does resemble the rock formation for which the town was named.

9. Jim's House. Jim Aremsee pretends to be the town drunk, but is actually Yuri's chief source of information. He often buys drinks for others and pumps them for information, or just eavesdrops on conversations by "collapsing" outside householder's windows late at night. Before the elves (area 19) arrived, Jim was Yuri's chief thief, but now he has the sole task of speading rumors to stir up trouble.

Jim Aremsee: AC 5; MV 12"; T3; hp 13; #AT 1; Dmg by weapon type; S 14, I 14, W 12, D 17, C 14, Ch 15, Cm 14; AL CN; *bracers of defense AC 8* and thieves' tools. Jim usually uses the graveyard entrance to the tunnels (area 20) when he has to meet with Yuri. His favorite ploy is to pretend to pass out in town and have one of the town guards carry him home. He can then claim an alibi, with the guard as his witness, should he become suspect. Jim can be found anywhere in town at any time.

His house is small and typical, but there's a secret chest with 200 pp buried in his back yard. He carries the key to the chest around his neck, and a ranger (or barbarian) should be capable of locating the chest's hiding place.

10. Schoolhouse. This small building is a single room containing 10 small desks and chairs, with one larger desk

and chair at the front. Every day, for three to four hours, Cristina Andovan teaches reading and writing to children and adults, free of charge (her family foots the bill).

11. Guard Station and Jail. (See the map on page 52 for interior details.) This stone guard station was built under the direction of Captain Bearclaw to provide a strong holding place for those persons accused of crimes. All the surrounding towns use this jail to detain prisoners until they can be transferred to a major city for trial. There is much controversy surrounding the building, as many townspeople think it is a waste of space and money, and they would rather not have criminals kept within their town borders. Currently, the jail is permanently manned by the town's third full-time law-enforcement officer, Leif Delerin (see area 11C). All three officers — Captain Sidon Bearclaw, Raymond Ironhand, and Leif — have keys to everything inside the jail. All doors are locked and barred from the inside at night.

11A. Check Station. All visitors to the building must stop here and sign in. If the visitors have a good reason to be admitted, Leif (or Sidon or Raymond) unlocks the south door and escorts them inside.

11B. Records and Property Room. This area is devoted to records and storage of prisoner property. A cabinet is filled with documents, while three chests are empty, awaiting prisoners' belongings.

11C. Leif's Room. Leif is relatively new in town, arriving only four months ago, and is currently living in this spare room. It is sparsely furnished, but quiet and free.

Leif Delerin: AC 2; MV 9"; F2; hp 18; #AT 3/2; Dmg by weapon type; S 17, I 14, W 10, D 16, C 15, Ch 13, Cm 13; AL LG; chain mail and shield; double specialized in short sword and proficient in longbow. Leif always thought he wanted to be an adventurer, but after a few near-fatal experiences that ended up to be not worth the trouble, he decided to make a respectable living for a while, doing some good deeds where it really counted. He doesn't particularly like what he's heard about Grog or the company he keeps, but has yet to actually meet the half-ogre. Knowing nothing about the recent crime wave, he spends most of his time at the jail. He reads a lot, and many books can be found in a chest under his bed. Any payment he receives is immediately deposited at the bank.

11D. Kitchen. This small kitchen was designed for preparing meals for the prisoners and snacks for the guards.

11E. Weapons Room. A small cache of weapons is stored here (the town's major stockpile is currently stored at Bearclaw Keep, area 14). There are five long swords, three short swords, and three sets of chain mail. All were made by Logen Ironhand.

11F. Jail. There are six cells in this area. They are all standard and all open to the same key. None of the cells is currently occupied.

If the DM wishes to make the adventure more difficult, a prisoner (perhaps an evil 3rd-level fighter arrested for murder) can be incarcerated here. Then, on one of the uneventful days (see Events), Yuri gives instructions for the elves (area 19) and Jim (area 9) to perpetrate a jail break. Jim pretends to be drunk and, when brought to the jail to sober up, attempts to stab Leif in the back with a concealed dagger. In any case, he will have already unbarred the back door, allowing the elves to pick the lock and enter unnoticed. Jim shouts in feigned drunkenness to conceal their intrusion. The DM should determine how successful the criminals are and whether Leif manages to wound any of them. The imprisoned fighter is promised gold and his freedom if he agrees to help Yuri. He is given refuge in the secret tunnels (area 31) and can always be found there by the party.

11G. Stables. There are four heavy war horses and three light war horses stabled here. The double doors are usually barred from the outside.

11H. Tack Room. An archway leads from the stables to a tack room filled with saddle blankets and other miscellaneous horse gear.

12. Blacksmith's Shop and Home. This building serves as both the smithy and home of the blacksmith, Logen Ironhand, and his family. A path from the main road splits, with the west fork leading to the front door of the house, and the eastern fork leading to a pair of double doors which open into the blacksmith's forge area and storeroom for the metals and unfinished goods Logen is currently working on. Finished goods are stored in a large, locked metal cabinet in the house's very small cellar.

Logen and his wife, Gwen, are a middle-aged couple who have lived here all their lives. They have three sons — Raymond, Logen Jr., and Tergen — who are all very active in the town.

Logen's goods are slightly better than average quality, but he sells them for average prices. His stores are limited, however, and he currently has only the following items for sale:

1 set of chain mail
2 sets of ring mail
4 large shields
1 set of scale mail
3 daggers
4 long swords
3 short swords
1 bastard sword
1 two-handed sword (just completed)

All of Logen's items bear his special insignia (two crossed hammers over an iron hand) stamped into an inconspicuous part of each weapon or tool.

The family treasure (500 pp and a 300-gp emerald) is kept beneath the smithy's main anvil, in a locked chest trapped with a poisoned needle (save vs. poison or fall asleep for 6-36 turns, affects even elves).

Logen Ironhand: AC 3; MV 9"; F4; hp 36; #AT 3/2; Dmg by weapon type; S 18/45, I 13, W 9, D 16, C 16, Ch 12, Cm 13; AL LN; chain mail; double specialized in hammer; *iron hammer* +2. Logen has lived all his life here and is descended from a long line of blacksmiths. He is capable of making any armor up to chain mail, and can forge any non-magical weapon known in this world. Since Logen has only one apprentice, his son Tergen, and he is the only blacksmith in town, it often takes him quite a while to make anything on order. His quality is well worth the wait, however. His attitude to the newcomers is neutral at this time. Although Grog and his friends bring him a lot of new work, and he has never actually seen any of them commit any crimes, he's very apprehensive about their effect on the town, which he wants to see remain as it always has been: quiet and peaceful. He does not particularly approve of

Logen Jr.'s working at the stables ("He should be here at the forge."), but the money is good, and the stables are relatively safe. Logen can always be found hard at work at the forge, even into the late evening.

Gwen Ironhand: AC 10; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; S 10, I 11, W 12, D 14, C 13, Ch 13, Cm 14; AL LN. Gwen grew up in Dagger Rock, and everyone always knew that she and Logen would eventually get married. They are quite happy together, and she's content to remain a housewife and take care of the "kids." They're becoming more and more independent, however, and she's beginning to look around for something else to do in her spare time. Unknown to anyone, she has 20 pp stored away in a preserves jar in their cellar. She's begun to take a greater interest in Logen's work and spends much of her time at his side. She can usually be found in the house, at the forge, or shopping in town.

Raymond Ironhand (town guard): AC 2; MV 9"; F1; hp 12; #AT 3/2; Dmg by weapon type; S 17, I 11, W 10, D 16, C 17, Ch 14, Cm 15; AL LG; chain mail and shield; specialized in long sword. Although only 19 years old, Raymond is one of the three official town guards. Along with Captain Bearclaw and Leif Delerin, he helps maintain order in the town. Raymond spends most of his time dealing with domestic disputes in town, while Captain Bearclaw investigates the current crime wave and trouble at Grog's. Raymond enjoys his work but has begun to yearn for adventure, hearing tale after tale of wrongs to be righted and deeds to be done. The DM should consider Raymond a paladin without the title or true abilities. He is purely lawful good and completely incorruptible. He has a secret treasure chest in the attic that contains two 100-gp diamonds and 20 pp. He plans to use this money to purchase a horse and supplies before he leaves to adventure. He already owns a set of chain mail, a shield, and a long sword. He can usually be found at various houses, settling arguments, or patrolling the streets. He rarely visits Grog's.

Logen Ironhand, Jr. (stableboy): AC 7; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; S 15, I 15, W 9, D 17, C 14, Ch 12, Cm 13; AL LG. Sixteen-year-old Logen Jr. works part time at Grog's as a stableboy. His best friend is Shod (area 2), and he'll almost always be found at the stables with him. Although he's a very bright lad and realizes that blacksmithing is not for him, he's yet to find anything else he's interested in enough to pursue as a career, except perhaps for horses. He loves animals almost as much as Shod does, and is one of the few people who knows all of Shod's secret talents. As a gift, Logen is currently teaching Shod how to read and write in Common.

Tergen Ironhand (apprentice): AC 9 (leather apron); MV 12"; zero level; hp 2; #AT 1; Dmg by weapon type; S 10, I 11, W 14, D 15, C 13, Ch 9, Cm 11; AL LN. Tergen works at the forge with his father, when he's not busy with his chores or at school. He's only 12 years old, but he knows he wants to follow in his father's footsteps someday.

13. The Hearthfire Inn. (See the map on page 55 for interior details.) The Hearthfire Inn, formerly the most popular inn in Dagger Rock, is owned and operated by Jack and Mable Whitam, a rather plump, middle-aged couple. Their business has dropped off tremendously since Grog's arrival, but they've yet to raise their prices. Fortunately, they have a number of regular travelers who enjoy their fine service and hospitality enough to go out of their way to come here, and can still barely make ends meet. Their prices are standard campaign rates, and the service and atmosphere are excellent. Jack and Mable operate the inn by themselves, and there is currently no entertainment hired for the evenings.

13A. Common Area. This very large common area is filled with chairs and round tables. It is mostly outfitted for dining and small entertainment, but there's a bar just inside the main entrance. Jack is in charge of taking and filling orders, tending bar, and seeing that his guests are seated and happy.

13B. Kitchen. Mable is in charge of the kitchen, and does a fine job with anything she cooks. The kitchen is well appointed, although the pantry (in the southwest corner) is getting rather bare. A secret door at the rear of the pantry leads to the Whitams' room (13E). A trapdoor in the floor next to the pantry leads down to the cellar.

13C. Alcove. This room is mainly an alcove to the hearthroom (13D). Doors to the south lead to the suite (room 13F) and a linen closet. To the north is the Whitams' private chamber (room 13E) and, to the east through a red curtain, lie the hearth and the rooms for rent.

13D. Hearth Room. This large area, surrounded by doors leading to the guest rooms, glows with the orange heat of an open hearth in its center. Sweet-scented smoke drifts lazily upward through an open vent in the peaked ceiling.

13E. Innkeepers' Room. This is the Whitams' private chamber. It is furnished with one very large bed, two bureaus, and a small nightstand. A secret door to the north leads to a corridor which provides easy access to the pantry and the kitchen, for midnight snacks. As evidenced by their rotund nature, the inkeepers use this door frequently.

Jack Whitam: AC 10; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 15, I 11, W 10, D 12, C 13, Ch 10, Cm 9; AL N.

Mable Whitam: AC 10; MV 12"; zero level; hp 3; #AT 1; Dmg by weapon type; S 9, I 13, W 9, D 12, C 10, Ch 12, Cm 10; AL N.

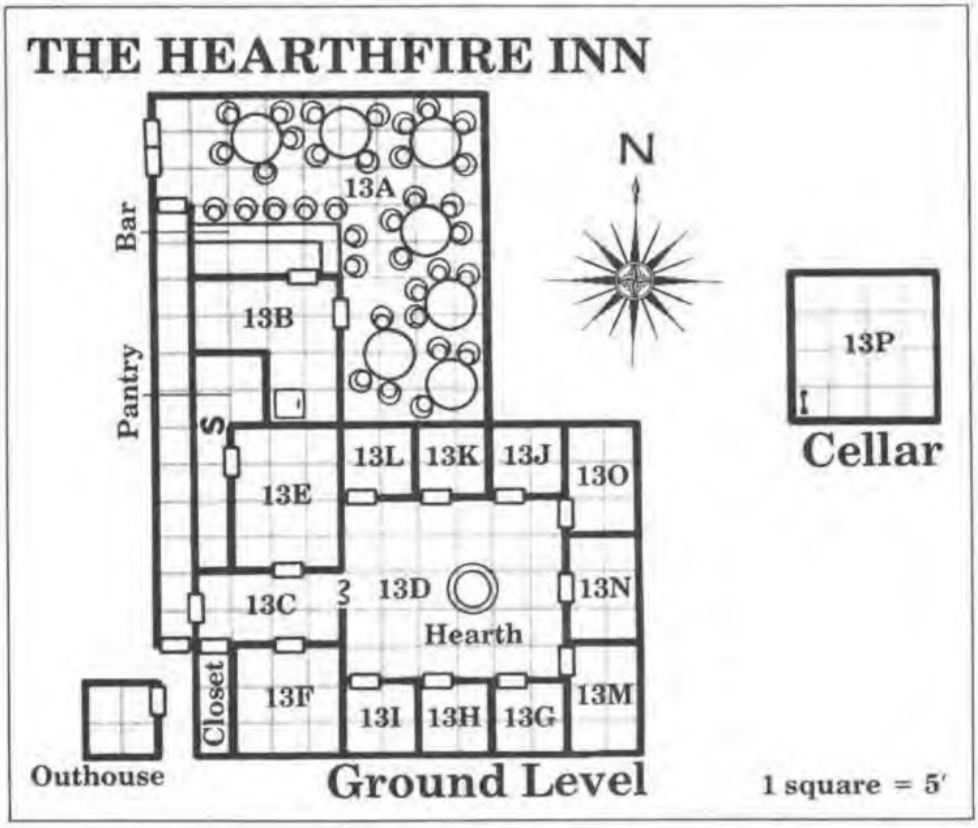
Jack and Mable, although very friendly to humans, are not particularly pleased about the recent turn of events. They are outright rude to any half-breeds and even deny them service. They have little to steal and have yet to be touched by the recent crime wave. They know nothing about the conspiracy, although their demeanor and prejudices might make a party suspicious.

During business hours, Jack is always out front, while Mable tends the kitchen. At night, there is a 10% chance per turn that both (75%) or one (25%, equal chances for both) are in the kitchen snacking.

Their remaining personal treasure of 100 gp is stored in a secret compartment under the nightstand.

13F. Suite. This room is a very nice suite, and the Whitams' furnish it as desired by the renter.

13G-13L. Single Rooms. These rooms each contain one bed, a nightstand, and a small chest with no lock.



13M-13O. Double Rooms. Each of these rooms contains two beds, a nightstand, and a bureau with four drawers.

13P. Cellar. Perishable goods are stored here. There is nothing of value or anything remarkable about the cellar. A small set of wooden stairs leads up to room 13B.

14. Bearclaw Keep. (See the map on page 56 for interior details.) Sidon Bearclaw, former adventuring companion of Grog and current captain of the guards of Dagger Rock, lives here with his son, Raven, and daughter, Mary. The house is one of the few in the area made mostly of stone and was built with wealth aquired when Sidon adventured. Sidon's wife died in the tragic fire that burned down the old church (area 20) about six years ago. Raven and Mary spend most of their time taking care of the house and stables, and working at Grog's.

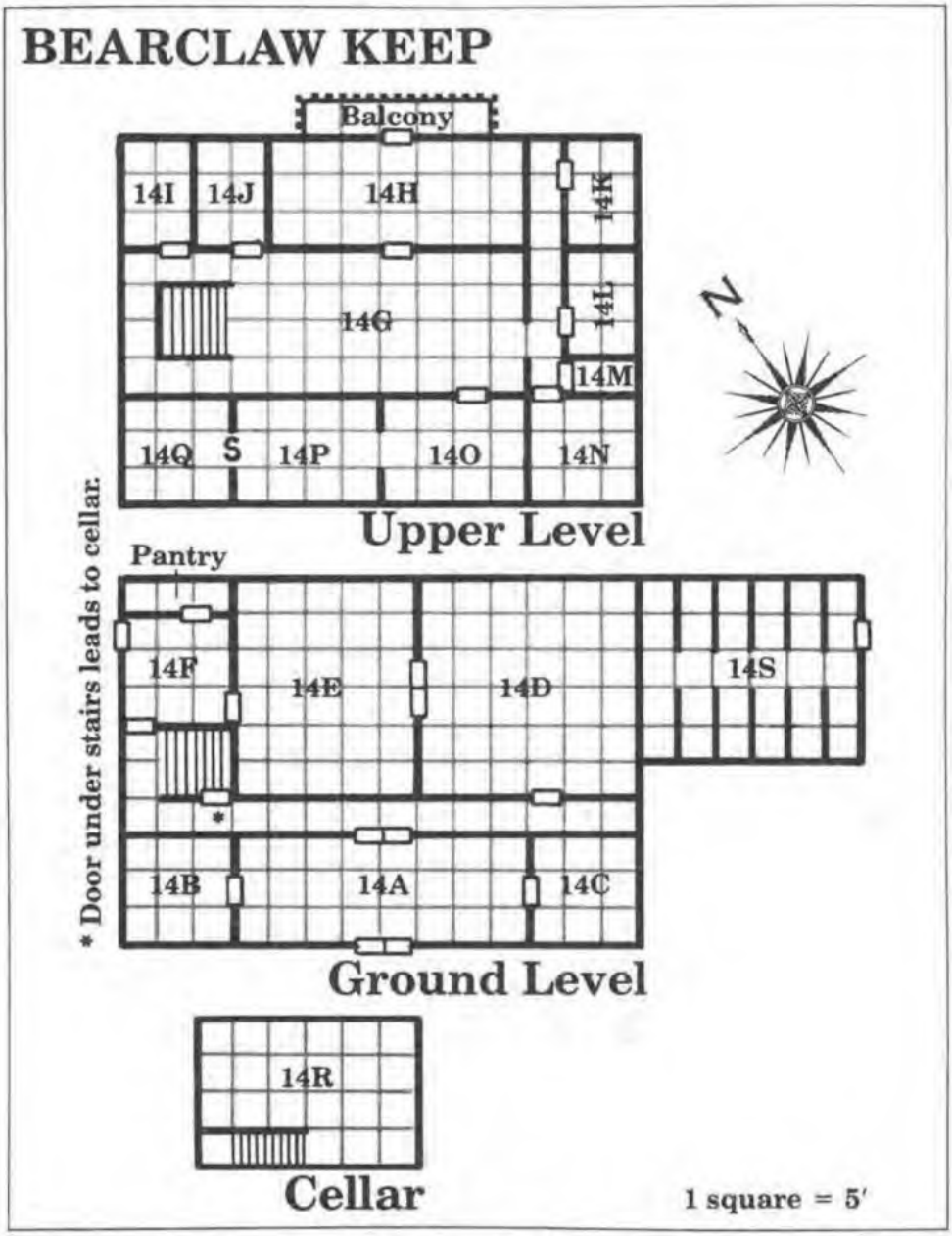
14A. Main Entrance Hall. Behind a large set of oaken double doors is the main entrance hall of the keep. Directly across the hall, another set of similar doors opens into a long hallway. There are normal doors in the east and west walls. The room is decorated with various tapestries depicting forest scenes.

14B. Weapon Storage Room. This is where the weapons used by the town militia (any male over 13 years of age) are stored. Most have never been wielded, but Raven is in charge of making sure that all are sharp and in good condition.

On racks along the walls, there are a total of 60 long swords, 20 short swords, various pole arms, 30 axes, and 40 wooden clubs. None of the weapons are magical or worth anything more than the going rate. All were made by Logen Ironhand, the town blacksmith (area 12) and bear his special insignia on the handle.

14C. Storage Room. In this room, various rarely used items of local law enforcement are stored. There are 30 shields, 10 wooden barricades, sacks for use as sandbags, shovels, picks, etc. None are magical.

14D. Great Meeting Hall. This large hall is filled with chairs. A long table runs east to west near the north wall.



Large double doors lead to the dining hall (room 14E). Most of the town's large formal meetings are held here. See the Events section for details on the town council meeting to be held here at the end of the adventuring week. There is nothing of value in this room.

14E. Dining Room. This large, formal dining room usually contains three long tables with red upholstered chairs around each. During large meetings, the double doors to the east are often left open, and a buffet is set up in here with the tables against the walls.

14F. Kitchen. This kitchen contains the usual accoutrements. An iron-bound door to the west leads to the outhouse. There is a small pantry beyond a door to the north. The rest of the food is stored in the cellar (room 14R). Mary is fully capable of cooking for the three of them, but since most of the family is over at Grog's anyway, they often eat there (free of charge, of course).

14G. Main Hall. At the top of a set of very wide stone stairs is the main hall of the upper level. Its walls are lined with tapestries similar to those found in room 14A, but of higher quality. An archway opens to the east, two normal doors and one set of double doors open to the north, and one door leads south.

14H. Meeting Room. This private meeting room has a balcony that overlooks the Silverfish River to the north. Two fine-quality sofas and four upholstered chairs circle a large round rug in the center of the room.

14I-14J. Guest Rooms. These two guest rooms each contain a 10' × 5' bed, a wooden bureau, a small end table, and an oil lantern with flint, steel, and spare oil. Sidon's most honored guests, mostly travelers and nobility that prefer not to stay with the mayor (area 15), stay here. During the week of the adventure, no one is visiting the keep.

14K. Raven's Room. This small bedroom is occupied by Raven Bearclaw, Sidon's 15-year-old son. Raven works around the house and part time at Grog's, as a stableboy. He plans to become a fighter like his father, someday, but would rather not spend his time "roaming about the woods, chasing rabbits."

Raven Bearclaw: AC 7; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 16, I 12, W 13, D 17, C 16, Ch 16, Cm 17; AL LG. Soon, Raven will be almost as strong as his father, and he's inherited his good looks and dexterity, too. He can usually be found around the house, down by the river, or at the stables with Shod and young Logen.

The only unique aspect of his room is its lack of toys, etc. Its most striking adornment is a silver horseshoe (a treasured gift from Shod), which Raven keeps on his desk. He's saved almost 160 gp in the local bank (area 22).

14L. Mary's Room. Mary, perhaps the most beautiful young woman in town, is only 18 years of age but not stupid. She's very good at keeping suitors at bay and has yet to fall in love. Not only does her father's presence discourage many suitors, but she's also learned how to dodge just about every hustle in the book. Unknown to anyone, she has a weakness for attractive elves, partially due to all the romantic stories told about them by her father.

Mary Bearclaw (waitress): AC 8; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 12, I 11, W 15, D 16,

C 15, Ch 17, Cm 19; AL LG. Mary can usually be found at Grog's or down near the mercantile store (area 16). Her father always sees to it that she arrives home safely every night.

14M. Closet. Besides the usual assortment of clothing, there is nothing of interest in this closet.

14N. Sidon's Room. This is the master bedroom of the keep. Sidon's wife, Maria, died six years ago in a tragic fire that burned down the old church (area 20). Sidon's since buried himself in his work and his children, actually becoming quite a good father in the bargain. He gained much experience traveling with Grog until he reached 4th level, changed from chaotic to lawful good, and decided to start a family and settle down. After a few more adventures, he came to Dagger Rock and built a home. He soon became one of the town's leading figures and was immediately elected Captain of the Guards of Dagger Rock. Although primarily a ceremonial title, since there are really only two other permanent guardsmen in the town, law and order have reigned since his arrival — at least up until now.

Sidon is completely baffled about the recent crime wave, and has only suspicions about possible motives. He's willing to try just about anything to help his dear friends at the tavern, and might be able to aid the party in their investigations (see Events).

Sidon Bearclaw: AC -1; MV 12"; R7; hp 69; #AT variable; Dmg by weapon type; S 18/24, I 13, W 15, D 16, C 17, Ch 15, Cm 16; AL LG; *long sword +2, elfin chain +2, ring of the good faeries, longbow +1,* 12 *arrows +1,* and *shield +1.* Sidon keeps most of his magical possessions in his secret adventurer's room (14Q), but always wears his *ring of the good faeries*, often appearing to see the impossible at night and disappearing in seconds from one area to the next. He can be found anywhere at any time (except in the secret tunnels below the town).

Sidon loves elves and was given some of his best magical items as a reward for taking care of a few thousand orcs for them. He often tells stories of the elves and speaks elvish very, very well. He's not bad at elvish poetry and songs, either, and his songs and stories are often requested at Grog's.

14O. Library and Study. This room contains many glass-fronted shelves, a large sofa, a chair, and a square wooden table with a reading lamp on it. The books are a rare mix of giantkind/humanoid studies and elvish tomes bound in mithril silver. Many other books on combat, siege warfare, etc. can also be found here. An archway to the west leads to the trophy room.

14P. Trophy Room. A few ranger trophies line the walls of this room. They include: a matching axe and shield set similar to those found in Grog's tavern (room 1A); a chief orc's *spear +1* and shield with the symbol of the Ghastly Tongue on it (a split orc skull lies nearby); many old adventuring maps of the surrounding area; a broken chest with an urn inside containing the ashes of a deceased thief friend; and, the heads and skulls of various other creatures who got a little too hungry at the wrong time. There is a secret door to the west that is opened when the orc shield is turned counterclockwise.

14Q. Secret Room. This room is where Sidon stores most of his magical gear. In addition to those items listed in room 14N, there are 1-4 random useful potions and two protection scrolls in here. The layer of dust on the floor can be useful in determining whether or not anyone has entered the room without Sidon's permission.

14R. Cellar. A door under the main staircase leads down into the cellar. There is nothing special about this room.

14S. Stables. Sidon's prize war horse, Tracker, is kept here. He has the stables all to himself, and Sidon and Raven take very good care of him.

15. Mayor's House. This house should be considered similar to Bearclaw Keep (area 14), except that the building is made of wood instead of stone, and the orientation of the rooms is different.

The town mayor, Winston Jacob, a crotchety old man, despises all newcomers (including the party) but really has no power in the town. Captain Bearclaw has more real authority, but the recent crime wave has brought more and more residents over to the mayor's

point of view. He has no relatives, having never married and outliving all others, and relies heavily on his servants for everything. Winston lives alone in the house, while the servants live in a small shack nearby. The DM should detail the servants, if necessary.

Winston Jacob (mayor): AC 10; MV 6" due to age; zero level; hp 1; #AT nil; Dmg nil; S 6, I 16, W 17, D 9, C 12, Ch 14, Cm 14; AL LN. Winston is always in his home (usually sleeping) and comes out only to shop, meet people, and preside over important town meetings. He feels that he's given Captain Bearclaw ample time to prove Grog and company innocent, and he favors their expulsion from Dagger Rock at the upcoming town council meeting. His land is very valuable, and he possesses near-infinite credit at all town stores. The makeup and alignment of the party are critical in determining Winston's reaction to and cooperation with them. Although old and physically frail, he's still very intelligent, wise, and has excellent recall. He knows who owns what in the town and remembers the days when Yuri began to take control. He claims to be the only man in town to really know what Yuri was up to, but is now convinced that Yuri has straightened up under Captain Bearclaw's tight law-and-order stance.

16. Andovan's General Store. This general store, as most stores of its kind, it is doing the best business in town. The prices are a bit lower than standard on food items, but much higher on special imported goods. The Andovan family lives in the rear half of this large, wooden building and keeps a watch on the premises every night.

Berik Andovan (shop owner): AC 9; MV 12"; F3; hp 22; #AT 1; Dmg by weapon type; S 18/56, I 12, W 10, D 15, C 15, Ch 14, Cm 16; AL LN; specialized in long sword. Berik was once a mercenary, fighting wars for people he didn't like and killing beings he couldn't care less about. Then he met Irena during a raid and single-handedly managed to save her town, repelling his own invading forces. He changed his attitude about law and chaos, and decided to settle down far away from wars and cities. He is very happy here, but a number of recent burglaries of his store have prompted him to always wear his long sword. He privately blames the newcomers for these crimes, but he is first a businessman, and he cannot deny that Grog and his friends have put many gold pieces into his coffers since they arrived. Therefore, he usually keeps his opinions to himself. He can always be found near the store.

Irena Andovan (wife): AC 7; MV 12"; zero level; hp 3; #AT nil; Dmg nil; S 13, I 14, W 10, D 17, C 11, Ch 14, Cm 16; AL LN. Irena is the friendly, people-oriented side of the business. She can always be found at work in the store, and she's been known to give special prices to her friends, unbeknownst to her husband.

Cristina Andovan (teacher): AC 8; MV 12"; zero level; hp 4; #AT 1; Dmg by weapon type; S 12, I 16, W 13, D 16, C 14, Ch 16, Cm 17; AL LN. Twenty-year-old Cristina has started a small school for the few children in the town (area 10), and is doing a great job of increasing the overall literacy of the area. She's very pretty, and she is actively searching for a suitor — someone intelligent, attractive, honest, and willing to settle down (i.e., not likely an adventurer). She can usually be found in the schoolhouse during the day and here at night.

Merik Andovan (stockboy): AC 7; MV 12"; T0; hp 3; #AT nil; Dmg nil; S 9, I 13, W 10, D 17, C 12, Ch 14, Cm 14; AL CN. Merik is 12 years old and already has the reputation of town clown and general prankster. At first, most of the town's ills were blamed on him, but as the pranks became crimes, it was soon realized that this was something much more serious. Merik resents the accusations and most of the townspeople now, and spends a lot of his spare time (without his parents' consent) at Grog's. He likes to listen to the tales of high adventure and especially enjoys the types of mischief and deeds perpetrated regularly by thieves. As he has already learned some of the finer points of picking pockets from some of the best, he is likely to grow up to be a bit of a rogue himself someday. He knows for a fact that no one at Grog's is responsible for the crime wave and has even seen the half-orcs (room 1Y) sneaking around town at night, but it will be almost impossible to pry this information out of him because of his fear of what his father might say if he knew his son was hanging around with thieves.

The family keeps most of its money in the town bank, but there are numerous valuable rugs, tapestries, and knick-knacks scattered about their home. A locked iron box, hidden in a secret compartment under Berik and Irena's bed, contains 400 pp and Berik's set of *chain mail +1*.

17. Baker. The DM should create a typical bakery, baker, and his family, if necessary.

18. The Green Grape Wine and Spirits Shop. This shop is owned by Yuri Kineron, but operated by Gretchen Marmin. There are three levels to the shop: the attic, the shop level, and the cellar.

Attic: Caela, the assistant cook at Grog's, rents a room here, under Yuri's instructions.

Caela/Caelin "Fourfingers" Maelir (cook/spy): AC 5; MV 12"; A3; hp 14; #AT 1; Dmg by weapon type; S 13, I 15, W 10, D 18, C 14, Ch 14, Cm 16; AL CE; *ring of protection +1, short sword +1,* and thieves' tools; SA poison and assassination. Caela is an assassin hired by Yuri to spy on Grog and the events transpiring at the tavern. She has orders to only observe for now but would prefer to slay the half-breeds outright. An observant character may notice that she possesses only four fingers on her left hand (she is missing the ring finger). If asked, she tells the interested party member that she lost her finger in a cooking accident a few years ago. Actually, her finger was removed as punishment for stealing a ring from a jewelry store when she was young. She is obviously quite dextrous in the kitchen, and a character who watches her cook may surmise that such an accident would be highly unlikely with her skills.

In her room, there's a small chest trapped with a poison needle on the lock (save vs. poison or suffer 1d10 hp damage). Inside the chest are 200 pp (payment from Yuri), a leather pouch, and a leather scroll case. The leather pouch contains a few pounds of what appears to be normal cured meat. It is, however, actually poisoned, and anyone or anything that eats even a small piece must save vs. poison or fall fast asleep for 2d6 turns. She uses this meat to get past the dogs in the cellar, in order to use the secret tunnels below. Unless the party possesses some kind of appropriate magic, only by tasting or with the aid of another assassin can the effects of the drug be determined. Caela always keeps

a few ounces of this meat in her possession along with her magical items. The scroll tube contains a piece of parchment with the following words: "To provide services as needed. Paid the sum of 200 platinum and to be paid an equal amount upon completion, plus expenses."

The note is not signed but does contain two sets of initials, "CM" and "YK," on the bottom. Although this provides the party with conclusive evidence linking Yuri and Caela, there is nothing inherently incriminating within the document. There are a number of things the payment could be for, including cooking, cleaning, or other legal services.

Caela can usually be found at Grog's during the evenings, but cannot be found in the mornings and afternoons. During these times, she is under the Dagger Rock Tavern (area 19) in Yuri's secret rooms, talking with his recent guests.

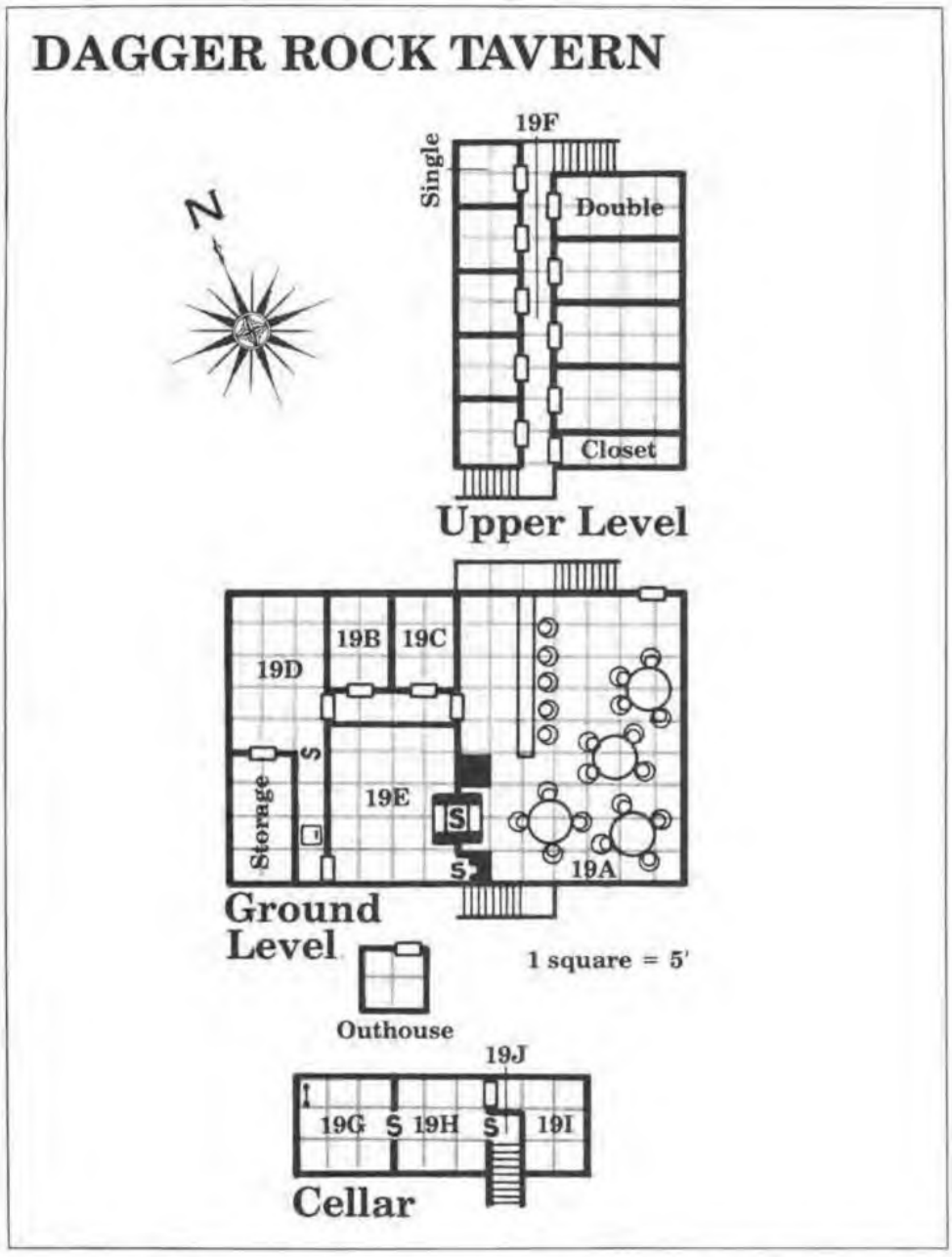
Shop: Behind the main shop area and the counter are the four rooms where Gretchen lives.

Gretchen Marmin (proprietor of the Green Grape): AC 10; MV 12"; zero level; hp 5; #AT 1; Dmg by weapon type; S 13, I 10, W 10, D 11, C 9, Ch 14, Cm 11; AL N. Gretchen is a rather rotund woman in her late forties who has yet to find a man. Always looking, she's very friendly and a good businesswoman. Yuri actually owns the place, but she plans to buy it from him someday. She knows little about Caela except that she is quiet and always pays her bill on time and in full. Gretchen believes that Caela should "spend more time looking for a husband."

Gretchen's out-of-town connections allow her to purchase stock at such a low price that everyone in town orders their wines and ales from her (even Grog). There's a considerable sum deposited in the bank in her name. She charges 20% higher than the going rate to "foreigners," and 10% below to her regulars. Being a very sound sleeper, she has no idea that Caela leaves every night via the cellar. She doesn't know about the secret tunnels below.

Cellar: The wines are stored in the cellar below and are guarded by two large war dogs (AC 7; MV 12"; HD 2+2; hp 14, 11; #AT 1; Dmg 2-8; AL N). Gretchen has named these two ferocious animals Buttercup and Creampuff. They try to bite anyone who enters the cellar except when accompanied by Gretchen. They first growl and snap for two rounds, then attack.

Unknown to Gretchen, but known to Caela, Yuri, and their cohorts, there is a secret door behind a wine rack. The door leads to the secret tunnel network below the town. It was put here when Yuri built the shop, and he has used it for switching bootleg wine and ale with quality goods, stealing from Gretchen's supplies, etc. It's now used primarily by Caela to go to and from Yuri's without arousing suspicion.



19. The Dagger Rock Tavern. (See the map shown above for interior details.) This establishment, owned and operated by Yuri Kineron, used to be the main attraction of Dagger Rock. The arrival of Grog and his friends have hurt both business and Kineron's reputation. He is responsible for the town's recent crime wave. The two elves hired by Yuri to aid him in his effort to drive out Grog are acting as servants in the tavern and pretend to stay in the servant's quarters (rooms 19B and 19C) while actually living below the tavern (room 19I).

19A. Common Area. This is the large, comfortable, main tavern area. There are tables and chairs everywhere, and a large bar area and fireplace to the west. A secret door in the fireplace leads to Yuri's private quarters (room 19E). The common room is average in all respects, and the prices have just been raised to 150% of the standard rate.

19B-19C. Servants' Quarters. These two rooms appear to be occupied, but a closer inspection reveals only the semblances of use. The chests and closets are empty. Yuri's guests, the elves (room 19I), claim to live here.

19D. Meeting Room. This large meeting room used to be the site of a weekly card game among Yuri's patrons, but Captain Bearclaw ended the illegal gambling, and now it is rarely used. A storeroom to the south contains extra tables, chairs, and packs of cards and dice. There is a secret passage to the south behind a secret door. At the end of the corridor, a trapdoor leads down to the cellar (room 19G), and a normal door leads to Yuri's room (19E).

19E. Yuri's Room. Secreted behind the fireplace and the meeting room is Yuri Kineron's private chamber. It is plushly decorated, but very few items of value remain, as he has pawned most of his wealth to finance the recent assault on Dagger Rock. There is nothing incriminating in the room. Some of his remaining wealth and his magical items (when not on his person) are kept in a secret vault behind the stone wall to the south of the fireplace. The treasures inside are three 400-gp rubies, a small golden dragon worth 250 gp, and 300 pp. His bank account is now empty, and records show that he has recently sold some of his property in the town.

Yuri Kineron: AC 6; MV 12"; T4; hp 21; #AT 1; Dmg by weapon type; S 14, I 16, W 13, D 16, C 15, Ch 14, Cm 17; AL LE; *brooch of shielding* (67 charges), *dagger of throwing +2, ring of feather falling,* thieves' tools, leather armor. Yuri's grandparents helped found the town of Dagger Rock, but his family moved away before he was born. He grew up in a distant city, where he became quite a proficient thief. Stealing the money to start in business, much the same as Grog did, he returned to become a "respectable businessman" and take over the town for himself.

He had purchased much of the land already and was tightening his hold on the position of town mayor when Sidon Bearclaw arrived. Some of Kineron's illegal ventures were halted, and the town became a bit more lawful. He has tried many times to get rid of Captain Bearclaw, and is responsible for setting the tragic church fire six years ago that killed Bearclaw's wife and injured many of the townspeople. After that, Yuri set out to undermine Bearclaw's authority and save money for the hiring of an assassin powerful enough to rid him of "the troublemaker." He was almost ready when Grog appeared.

Business dropped off, and now the captain had even more powerful allies in the town. Yuri plotted and planned, and eventually he got an idea of how to rid himself of both of his problems in one simple blow. By creating suspicion around Grog and his friends, and gathering public support against their presence, not only would he remove his competition from Dagger Rock, but he'd also cast doubt on Captain Bearclaw's reputation and effectiveness as a law-enforcement officer, while simultaneously promoting himself as a sincere civic leader. Now, with only a week before the town council meeting, he is sure that Grog and Captain Bearclaw will be kicked out, and feels rather confident that all is under his control.

Yuri has many contacts within the town: Jim Aremsee, the town drunk and Yuri's personal rumor spreader (area 9); Caela, assistant cook at Grog's and an assassin hired by Yuri to spy for him (area 18); the recently hired elves who work in the tavern (area 19); Calvin Stonegrove, the cobbler (area 28); and Maxalo Stonethumb (area 23), a dwarf forced to help build the secret tunnels (area 31).

If he is asked about the recent events, Yuri expresses his dismay at the problems incurred by his rival, but makes it obvious that he's not completely disheartened by Grog's troubles. He'll warn the party about Ezmerelda, now a maid at Grog's, telling them that she was fired from his tavern for stealing. He claims that his business is still good because most people fear the strange half-breeds, but any surveillance of the tavern reveals that business is actually at a standstill. Yuri appears to be helpful, but the DM should provide the party with more rumors, etc., depending on circumstances.

19F. Upper Level. This level contains the rooms for rent — all empty at the moment. There are four double rooms, five single rooms, and a closet. Yuri now charges 150% the standard rate for the rooms, and they are typical for the campaign.

19G. Cellar. This cellar is apparently unremarkable, containing wines, kegs of ale, and some meats. But there's a secret door in the east wall that leads to the heart of the conspirators' base (rooms 19H-19J).

19H. Secret Room. This room always contains one large wooden table surrounded by six wooden chairs, a large parchment map of the tunnels (which hangs on the northern wall and also shows the proposed expansion under the bank, room 31C), and a lit torch in each corner of the room. There are two entrances to this room that the party can find. The secret door to the west is equally difficult to detect from either side.

Most likely, the PCs will locate the secret tunnels below the town and ex-

plore them until they arrived at the stone stairs leading up (areas 19J and 31A). They may also gain entry to the tavern and locate the secret trapdoor leading to the cellar and its secret door. Their chances of meeting or surprising the tavern's inhabitants here depend on the time and situation of the encounter.

If the tavern has closed up shop (usually after midnight), Yuri and his two elven hirelings are seated at the table, discussing future plans and gloating over their successes so far. Should the characters make a lot of noise searching the cellar or talk while climbing the stairs, there is little chance for them to surprise the villains. If, however, the PCs take adequate precautions and make an effort to enter quickly, they have better than average chances to defeat or capture the powerful conspirators without casualties to themselves. If heard by Yuri and the elves, they are ambushed by fully armed foes. The elf Aeoli will have her spells prepared, allowing the PCs little hope of escaping unscathed from the encounter.

This is likely to be the pivotal battle for the party. Should the villains be losing, they retreat. If the party entered through the cellar, Yuri calls for the town guard and presses charges for breaking and entering, assault, attempted murder, etc. If the party entered through the tunnels, Yuri and his minions are smart enough to return to the cellar, retrieve their possessions, and leave town as soon as possible.

If the party manages to gain entrance to this room during the daytime, it is unoccupied, but there is a 10% chance per turn that Yuri (40%) or the elves — Rinlin (25%) or Aeoli (35%) — show up in the cellar. Any loud noises made by the party below might alert those above (DM's discretion), since the tavern is usually quiet these days. If the characters leave any signs of a search or remove any items from here, Yuri and company gauge the success of the intrusion and decide whether to leave, tell the town guard that there's been another robbery, or attack the intruders quickly to insure their silence. Yuri's contacts in the town can determine which characters are responsible for the break-in and where they are currently staying.

19I. Hireling Quarters. In this secret underground chamber, Rinlin and Aeoli Felanira live during their stay in town. These are the elves hired by Yuri to perpetrate the crime wave and cast the blame on Grog and his half-breed friends.

Rinlin Felanira (elven bartender/spy): AC 3; MV 12"; F2/T3; hp 16; #AT 1; Dmg by weapon type; S 17, I 14, W 11, D 18, C 14, Ch 13, Cm 13; AL CN; *leather +1, dagger +1, potion of fire resistance,* and thieves' tools.

Aeoli Felanira (elven waitress/cook/spy): AC 3; MV 12"; MU3/T3; hp 11 (15 with familiar); #AT 1; Dmg by weapon type; S 13, I 17, W 12, D 19, C 13, Ch 14, Cm 16; AL CN; leather armor; *ring of protection +1, boots of elvenkind,* and thieves' tools; spells carried are *shocking grasp, magic missile,* and *scare*; familiar cat named Shadow.

Shadow (male gray domestic cat): AC 6; MV 12"; HD ½; hp 4; #AT 2; Dmg 1-2/1; SA rear claws for 1-2; SD excellent night vision, superior hearing.

Rinlin and Aeoli are husband and wife high elves hired by Yuri to disrupt the town, undermine official authority, and make a few gold pieces in the bargain. Neither has ever liked half-ogres or half-orcs, or the law for that matter, and they are more than happy to cause trouble and get paid for it.

This room contains two normal beds (now placed side by side), a bureau, two large chests, and a large round table. The dresser contains their spare clothes and two spare sets of leather armor.

The first chest is locked but not trapped, and contains 10 assorted pieces of various (low-valued) jewelry and five gems (10 gp, 50 gp (×2), 125 gp, and 200 gp). All of this treasure was recently stolen from the town and can be identified by the owners and Captain Bearclaw (who has a complete inventory). It is likely that a smart party will ask Bearclaw for details on the missing items. Recognition of the importance of this discovery should quickly wrap up the case.

The second chest is locked and has a *Leomund's trap* spell on it. Inside is Aeoli's spell book, any magical items that the elves are not currently wearing (DM's discretion), and a log book detailing some of their adventures together and the circumstances surrounding their current employment by Yuri. The evidence within the chests is enough to convict the Felaniras and Yuri, but not the others involved in the conspiracy.

Aeoli's spellbook contains the following spells: *read magic, write, find familiar, shocking grasp, ventriloquism, magic missile, detect magic, detect invisibility, Leomund's trap, magic mouth, scare,* and *hold person.*

Aeoli and Rinlin are always found hard at work in the tavern during normal business hours. At night, they can be just about anywhere (see room 19H). Shadow always stays near Aeoli (by the fireplace during normal work hours, or patrolling ahead when secret missions are being performed).

19J. Steps to Tunnels. These stone steps lead down from room 19H to the secret tunnels (area 31A).

20. Church and Graveyard. This wooden building, surrounded by the burned remains of a once-larger building, is Dagger Rock's house of worship. Father Veril is helpful to all characters of neutral or good alignments.

Hiram Veril (town priest): AC 9; MV 12"; C3; hp 19; #AT 1; Dmg by weapon type; S 13, I 12, W 17, D 15, C 14, Ch 15, Cm 15; AL LG; spells carried are *bless, ceremony, command, cure light wounds, slow poison, detect life,* and *aid.* Hiram is responsible for the entire town's spiritual well-being, and makes no distinction between humans and others. He is sure that Grog is not responsible for the town's ills, but has been unable to convince anyone else. He longs for the day when he will be powerful enough in the eyes of his deity to receive spells capable of answering this mystery.

Hiram is convinced that the same forces responsible for the tragic fire that burned down the old church six years ago are also behind the recent crime wave. In that fire, which broke out just as he was beginning his studies, his father (the former head priest) and Maria Bearclaw (area 14N) died. There is no doubt that the fire was deliberately set, but most of the town blamed it on a "mysterious drifter" who passed through the town a few days before the tragedy. By now, it has all but been forgotten. Hiram tries to aid investigations as much as possible, but he is usually quite busy with his rituals and town crises, and is unable to join the party in any actual missions. He can provide healing and shelter, if necessary.

Behind the church is the town's graveyard. Unknown to any of the average townspeople or Father Veril, there's a

secret tunnel exit in one of the graves. In the southeast corner of the graveyard, among the normal ancestors of Dagger Rock's residents, stands a tombstone that reads "Jack Kineron: He deserved better." If the town records (available at the mayor's house, area 15) are searched, it is discovered that no one in Yuri's family was ever named Jack. This tombstone, if tilted backward, raises the secret trapdoor, covered in earth, that leads down into the tunnels below (area 31F). It can be detected as a secret door in the usual manner.

21. Horsetrader Farm and Stables. The horsetrader, a friend of Yuri, lives here. He hates the newcomers for taking away some of his business, since he used to provide stable service for Yuri's tavern (area 19), but is not involved in the conspiracy. If asked, he is able to tell the party that the half-orcs (Grunt and Brock, room 1U) know absolutely nothing about horses and "sure are stupid, like most of their kind."

22. Bank. This small stone building serves as the town's bank. The DM can add as much detail as necessary if the characters decide to make a deposit — or an unauthorized withdrawal.

23. Mason. Maxalo Stonethumb, a dwarven mason and architect, has been forced to help the criminals build their underground network of tunnels. He's been blackmailed by Yuri because he overcharged Captain Bearclaw for the construction of the town jail (area 11). If there's a dwarf in the party, and he or she manages to gain his trust, Maxalo tells them to "check the cobbler's farm" (area 19), and volunteers to give himself up to the guards and pay for his crime, after Yuri's gang is put in jail.

24. Carpenter. The carpenter is friendly with the dwarven mason next door. He's seen Maxalo Stonethumb leave his shop in the night, sometimes going north, sometimes headed south. The carpenter moved here after his old business in another town burned down. Business is good now that there are some new houses going up. He knows little about the crime wave.

25. Clothier. The clothier is particularly fond of Fist, who spends a lot of gold pieces here.

26. Warehouse. This is a large warehouse used by the NPCs of areas 21, 24, 27, and 28. They all have keys. Most of the goods stored here are in rough and unfinished form.

27. Leather Goods. Tom Stonegrove, the brother of the cobbler (area 28), is not involved in the conspiracy but shares his sibling's hatred of the newcomers.

28. Cobbler Farm. Calvin Stonegrove, the town cobbler, is an accomplice of Yuri. If the party thoroughly searches his farm, they find a wheelbarrow stained not with topsoil but with earth taken from deep below the ground (a druid, dwarf, or gnome can best determine this). The wheelbarrow tracks can be followed by anyone back to the stables, where they lead inside. Inside the stables, on the floor of one of the unused stalls, there's a secret trapdoor which leads down to the secret tunnels (area 31D). Calvin has been helping in the excavation of the tunnels in exchange for total ownership of his land and buildings. He is currently leasing his property from Yuri.

29. Docks. These old wooden docks are usually covered in green moss and playing children. The river is about 100 yards across here and is slow moving. Children usually swim to and from Dagger Rock (area 30) during the daytime. At night, there is nobody at the river.

30. Dagger Rock. In the center of the Silverfish River is a granite shelf which lies 6-12" below the water level. In the center of this shelf stands a 30'-tall giant granite dagger, apparently driven into the rock below it. The town is named for this odd stone structure, and there are many rumors about it, including buried treasure, giants, etc. Near the place where the giant dagger meets the stone shelf, is a 2'-long slit filled with slime. A dwarf can quickly recognize that the slit was carved and is not a natural occurrence.

If the iron dagger from area 8 is forcefully driven into the slot, a section of the stone begins to sink down into the shelf. The stone door reveals an eerie, green, submerged chamber inside the shelf, below the giant stone dagger. The DM should use the rules for swimming and holding one's breath found in the *Dungeoneer's Survival Guide* to determine how much the party is able to accomplish past this point.

There is no light source in the chamber, but sunlight gives enough visibility to see the vague outlines of the room. A clerical *light* spell can be very effective here.

The chamber is roughly 20' × 20' and has no exit except that leading to the surface. It and the stone dagger above were created by a druid (using a *stone shape* spell) as a secret storage place for certain treasures and supplies. He died without ever returning to claim his goods; now, after many years, the party has discovered his secret. The chamber has always been underwater, and the walls and items are covered with a strange underwater algae capable of existing without light. Even though the algae contains no chlorophyll, it is still naturally colored green, and the entire room is so colored, regardless of the light source used by the curious adventurers. A character with the nonweapon proficiency of fungus identification has the usual chance to determine that the algae is harmless. Some of the items within are immune to the water's effect, but most were not.

The room contains three rotten wooden chests, a rotten leather sack, and a large, still-locked, rusty iron box. If the rotten containers are quickly or roughly handled, they fall apart completely, scattering their contents all over the bottom of the room. Most such items are then buried in dead algae, and the task of recovering them is made difficult unless the adventurers possess an adequate light source and sufficient time to search everywhere.

Inside the first wooden chest is a collection of 20 gems (50-gp base value). The second chest contains the remains of four rotten books, a wax-sealed scroll tube containing a *scroll of protection from nonmagical edged weapons*, and a small traveling spell book, wrapped in oilskin, containing six magic-user or illusionist spells (DM's choice). The third chest contains nothing but 200' of decayed rope, two rusted lanterns, and four unbroken flasks of oil. The leather sack holds a rusty iron necklace with a golden *ring of water walking* attached. The iron box is locked but not trapped, and can be forced open by a successful *bend bars* roll. Inside are three glass vials: a *potion of extra-healing*, a *philtre of beauty*, and a *potion of sweet water.*

The DM should provide as much mystery to these items as possible, and should make the party very nervous about exploring this area. If the dagger is removed, the secret door closes.

31. Secret Tunnels. Below the town of Dagger Rock, Yuri has connected a number of natural underground chambers with man-made tunnels to create a secret dungeon. Through this system of tunnels, he and the criminals he's hired have secret access to the many areas of the town (see page 64).

The western section is almost entirely man-made, while the rough tunnels to the east were created by a group of giant rats (area 31J). The man-made tunnels are 10′ × 10′ in cross section and are supported by wooden beams and braces at 10′ intervals. The rat-tunnels are 5′ feet in diameter and have no such bracing. See the *Dungeoneer's Survival Guide* for details on cave-ins and underground exploration.

31A. Stairs to Dagger Rock Tavern. The rough stone stairs here lead up to Yuri's secret cellar in the Dagger Rock Tavern (room 19J).

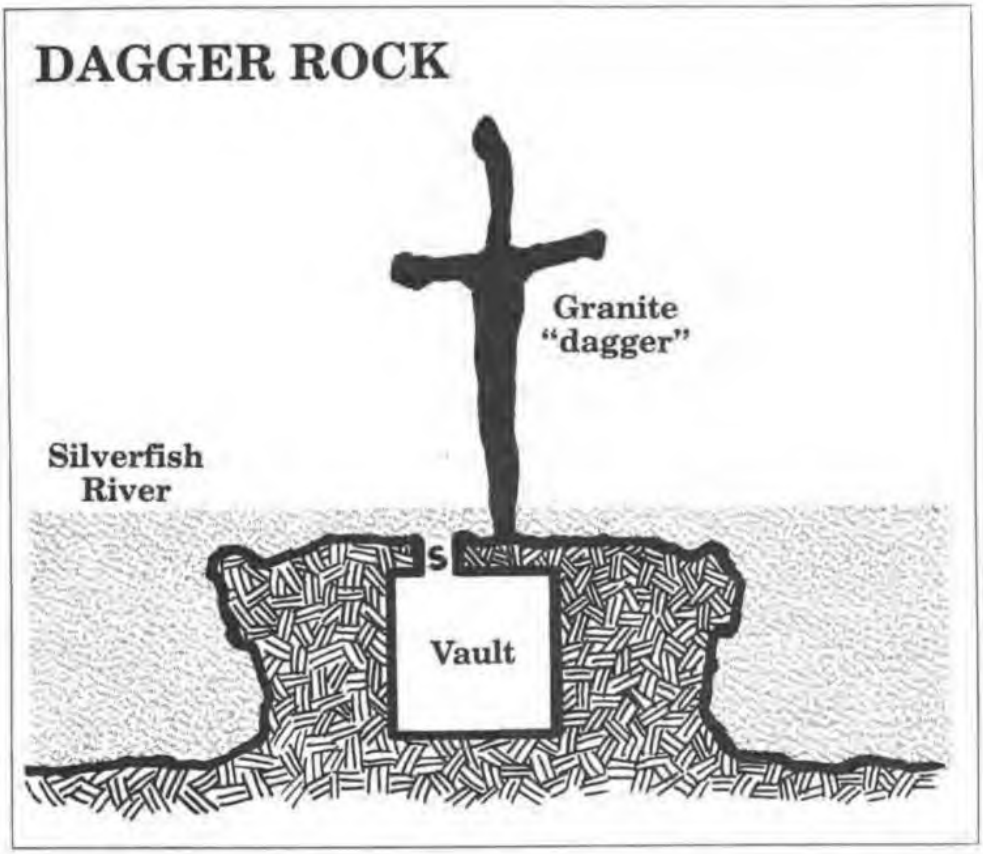
31B. Ladder to The Green Grape. A wooden ladder climbs up to a secret door in the cellar of The Green Grape Wine and Spirits Shop (area 18).

31C. Side Tunnel Under the Bank. A small side tunnel has just recently been begun here. Yuri plans to rob the bank above (area 22) after Grog and Captain Bearclaw have been dealt with.

31D. Up to the Cobbler's Barn. A heavy wooden ladder leads up into a stall in the cobbler's barn (area 28). There are five shovels here and numerous torches, used and unused.

31E. Earth-Filled Chamber. This large, natural chamber is choked with piles of freshly dug earth. Most of the excavated earth has been stored here.

31F. Graveyard Exit. Leading up to the secret grave door (area 20), is a small wooden ladder. Numerous human bones lie at the characters' feet. DM's option: If the party is whining for some combat and experience points, throw in a few of the town's ancestors (i.e., skeletons) who are irate over the disturbance of their eternal rest.



31G. Earthen Chamber. This large, natural chamber has also been filled with excavated earth (see area 31E). If the DM has opted to use the jailbreak (see area 11F) and the party is arriving after its occurrence, the escaped murderer is camped out here.

31H. Wooden Blockages. At these two points, just into the smaller rat tunnels, the way is blocked by man-made wooden grates. There are no signs to warn off the curious. They were built to keep the giant rats (area 31J) out of the rest of the tunnels.

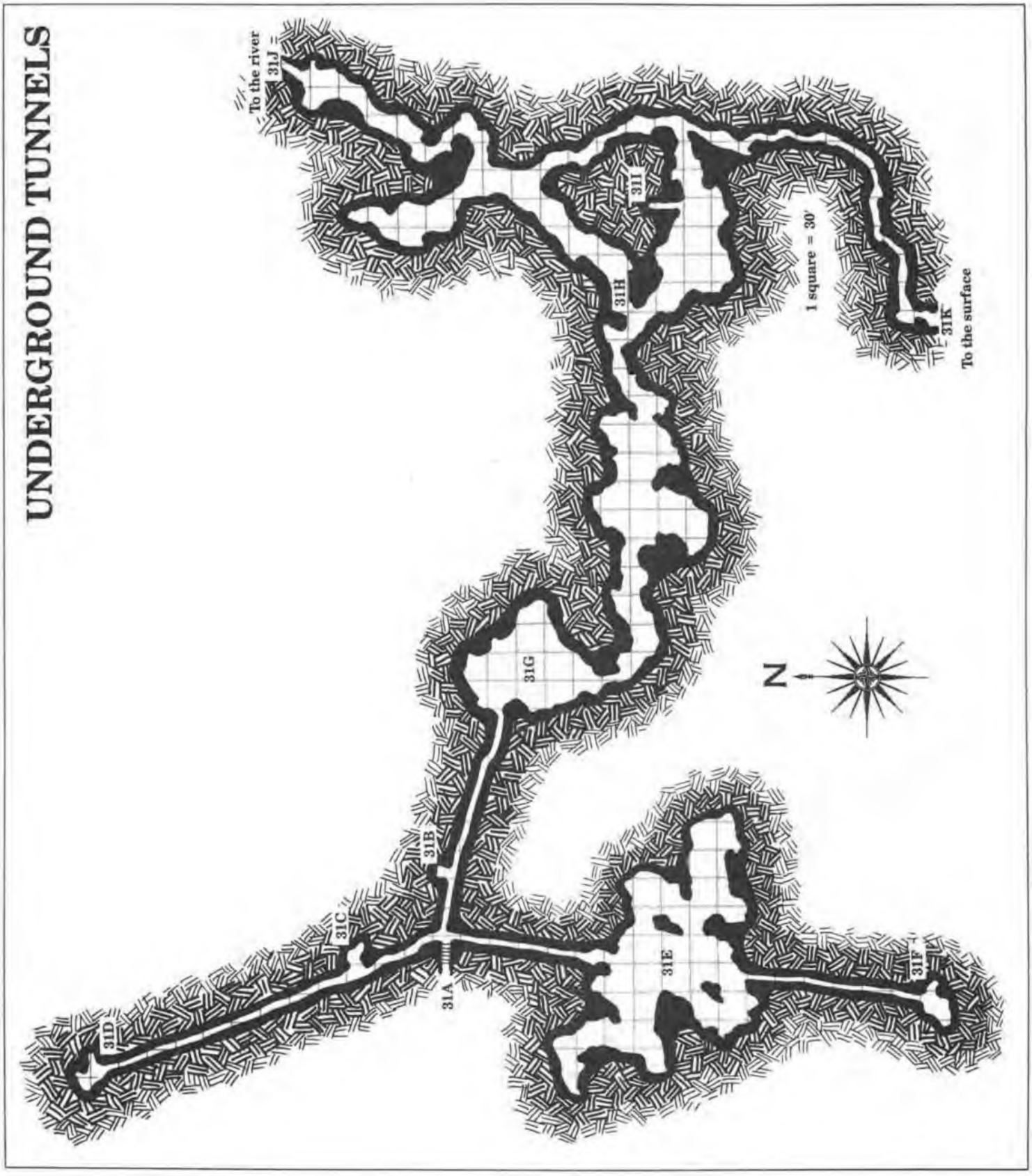
31I. Up to Grog's Well. A very small tunnel slants upward to a secret door in Grog's well (see room 1J).

31J. Rat Den. Underneath the mill silo (area 5) is a nest of six very plump rats (AC 7; MV 12″//6″; HD ½; hp 3 ea.; #AT 1; Dmg 1-3; SA 5% chance to cause disease per wound inflicted). The rats have a special underwater tunnel to the north (remember that rats are very capable swimmers and fighters), which they use should things go badly for them. The DM may also use this tunnel to add more rats during the battle if six is too few to be a challenge. Scattered in the rats' nests are a total of 567 sp.

31K. Rat Exit. The rats enter and leave the tunnels through a grass-covered hole near the southern edge of town. It can be discovered with the same chances to find a concealed door.

Concluding the Quest

Since the town is almost fully complete, the party may desire to make it a home base of operations. The characters will be welcome, and a house can be built with a little investment by the party. The business interests in town will be glad to have new sources of income and built-in protectors as well. Since any captured conspirators must be taken to a nearby city for trial, the party may wish to make sure that they get there and face justice. There might be friends elsewhere who will try to free the criminals, or they might attempt a jailbreak while still in the town jail. The party will probably have to testify also, in order for the case to be airtight.


UNDERGROUND TUNNELS
To the river
31J
31I
31H
1 square = 30'
31K
To the surface
N
31G
31B
31C
31A
31D
31E
31F

Dungeon™

ADVENTURES FOR TSR® ROLE-PLAYING GAMES

Bubba the Barbarian says:

"LET'S PARTY."

After a few weeks of wenching, carving mutton, swilling mead, and tossing halflings, I need a break. So I get out my war dinosaur Boo-Boo and visit a few exotic countries, get to know the locals and party a bit. Afterwards, I settle down with a copy of DUNGEON™ Adventures for the latest on local monster hoards and treasure troves.

DUNGEON™ Adventures. Now *that's* entertainment!

Please attach last mailing label if renewing subscription

SUBSCRIPTION RATES: Second-class mail, one year (six issues) — Please check one:

- ☐ $18 in U.S. funds to the U.S. and Canada
- ☐ $35 in U.S. funds by surface mail elsewhere
- ☐ $52 in U.S. funds by air mail elsewhere

Dungeon

Method of payment:

☐ Check ☐ Money order ☐ MasterCard ☐ VISA

Card# _____

_____ ☐ New ☐ Renewal

Name of recipient

_____

Mailing address *Apt. No.*

For credit card orders only:

_____

Name in which credit card is issued

_____

City *State/Province* *Postal code*

_____

Expiration date *Date of this order*

_____ _____

For office use only *Authorized signature*

MAIL WITH PAYMENT TO: TSR, Inc., P.O. Box 72089, Chicago IL 60690

DUNGEON AND TSR are trademarks of TSR, Inc. Copyright ©1986 TSR, Inc. All Rights Reserved.

As America's oldest fiction magazine, AMAZING® Stories offers the best in adult fantasy and science-fiction literature every other month. Stories by Gregory Benford, Avram Davidson, Sheila Finch, Sandra Miesel, Frederik Pohl, and Robert Silverberg have been featured. Complementing these wonderful tales are stunning pieces of artwork by such noted artists as Janet Aulisio, George Barr, Stephen E. Fabian, Hank Jankus, and John Lakey.

In addition, each issue includes reviews of current fantasy and science-fiction books and films, letters from our readers, and science-fact articles or interviews with contemporary writers.

AMAZING® STORIES

You'll be amazed by the tales we'll tell you . . .

(Clip & Mail)

I'm convinced . . . send me my own personal subscription to **AMAZING** Stories starting with the next available issue. (Please PRINT clearly)

Name _____

Address _____

City _____

State/Prov. _____ Postal Code _____

Country _____

Subscription rates for 6 bi-monthly issues (check one):

- ☐ In the U.S. and in Canada, $9 per year in U.S. funds ***only***
- ☐ Foreign via surface mail, $25 per year in U.S. funds ***only***
- ☐ Foreign via air mail, $50 per year in U.S. funds ***only***

Check one to indicate your choice of payment:

- ☐ Personal check enclosed
- ☐ Money order enclosed
- ☐ MasterCard
- ☐ VISA

Credit Card No. _____

Expiration Date _____ M/C Bank No. _____

Signature _____ Date _____

Mail to: **AMAZING** Stories, P.O. box 72089-LCT, Chicago, IL 60690

AMAZING is a registered trademark owned by TSR, Inc.

1987 TSR, Inc. All Rights Reserved.